THE MAGAZINE FOR SPECTRUM AND COUPE GAMES

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April 1990

3 GAMES + DEMO!

SINCLAIR user

No. 98



HAMMERFIST
HE'S THAT HARD!

FREE! 16 PAGE TIPS PULL-OUT

GUARDIAN II
BEST BUDGET EVER?

COIN-OP SHOW REPORT!

MEGATAPE 26
If your tape is missing ask your Newsagent.

REVIEWED THIS MONTH:

RAINBOW ISLANDS
BEVERLY HILLS COP
SPY vs SPY
4th DIMENSION
PLUS LOADS MORE

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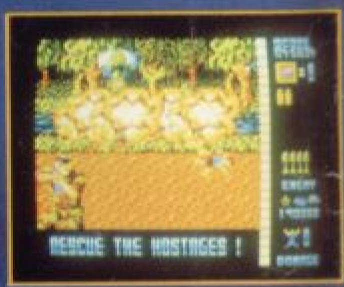
The PACK ATTACK

COMP

OPERATION WOLF

Voted "Game of the year." The world's No. 1 arcade game. "Super-smooth scrolling and excellent graphics ... Without doubt this is a first class shoot'em up." A CRASH SMASH CRASH. "Definitely the coin-op of the year ... Buy Operation Wolf, it's a brilliant conversion." C+VG GAME OF THE MONTH COMPUTER + VIDEO GAMES.

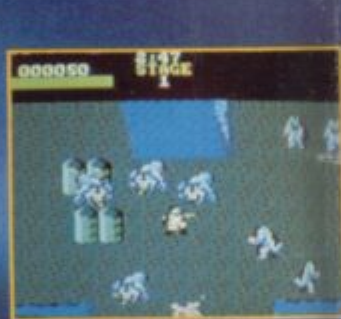
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THE REAL GHOSTBUSTERS

"Great music, and I appreciate the opportunity to meet Mr. Slimer in person." "Brill theme tune and decent spot effects." AMSTRAD ACTION, "the creatures are very well defined and animated ... as near to cartoon graphics as you can get on the Spectrum." GAMES MACHINE.

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THAT ARE OUT

AFTERBURNER

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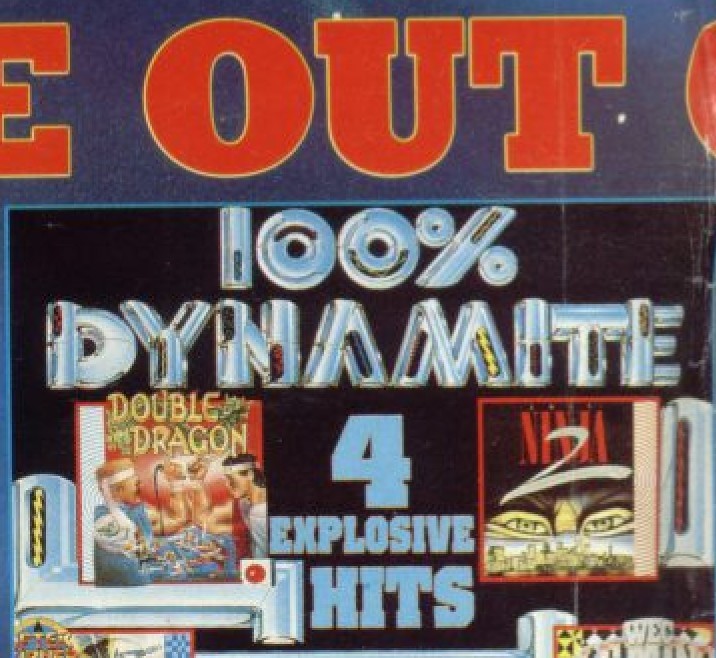


LAST NINJA 2

Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance.

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3 SPECIAL [COM]PILATION PACKS [OUT] OF THIS WORLD

BATMAN THE CAPED CRUSADER
"Believe me this is brilliant, a finely-honed arcade adventure which is the best comic licence ever – you'd be batty to miss it." CRASH SMASH.

OPERATION WOLF
"What more could anyone ask for in a shoot-em-up. Operation Wolf, simply is The Business." CRASH SMASH.



DOUBLE DRAGON
"Skillful programming has taken the superb graphics and addictive game play of the monster arcade hit and faithfully reproduced it on the home computer."

R-TYPE
"Here at S.U. we think it's about as close to an ultimate space blast as anyone will ever get. Fab."





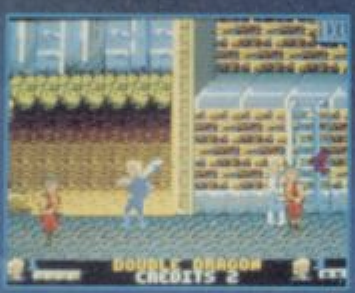
BARBARIAN II
"Palace have really put everthing into this one ... It's all done with such enthusiasm, skill and style that I found myself itching to play it again and again." AMSTRAD ACTION MASTER GAME AWARD, "packed with humorous touches ... great animation ... the sound effects too, are top quality ... hours of enthralling play." ZZAP! 64 GOLD MEDAL AWARD.



DRAGON NINJA
"A sure winner with the official conversion to the home computer." COMPUTER GAMES-WEEK. "A very enjoyable and addictive game ... The best conversion I have seen on the Amstrad." AMSTRAD ACTION.



WEC LE MANS
The world's most famous sports car race comes to your home computer screen with this exciting simulation of the 24 hour Le Mans race. This stimulating challenge inspired by Konami's sit in driving simulator reproduces all the elements at the famous race with every twist and turn of the track.



DOUBLE DRAGON
Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!

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CONTENTS

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What a tape we've got for you this month! A playable demo of Activision's amazing Hammerfist, as seen on this month's cover. There's also Room Ten, the brilliant CRL future sport sim. Addictive or what? And there are also two old favourites, Amaurote and Brat Attack, from early megatapes which we reckoned deserved another outing.

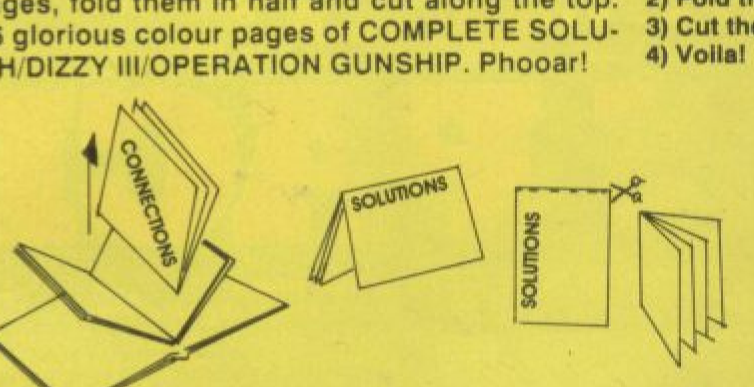


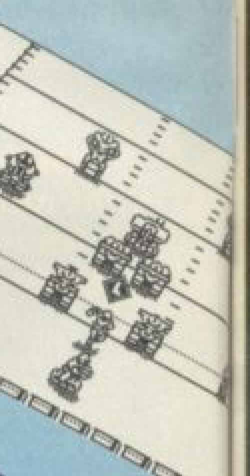
SOLUTIONS PULL OUT > 31

Once you've lifted out the Connect section, a rather confusing set of pages will present themselves. Don't Panic! This is our first Solutions booklet. Simply pull out the two sets of pages, fold them in half and cut along the top. Hey Presto! 16 glorious colour pages of COMPLETE SOLUTIONS to MYTH/DIZZY III/OPERATION GUNSHIP. Phooar!

How To Make Your Booklet:

1) Lift out your Connection pages from the middle of the mag. Also pull out the next two sheets.
2) Fold these sheets in half.
3) Cut the edges of the pages
4) Voila!





PREVIEWS > 72/4

This month we've got Cyberball; a rock-hard sports hybrid from Domark, World Cup Soccer; gearing you up for the heady summertime excitement to come and Stormlord II; Hewson's sequel to last year's tour de force of the same name. Surely they can't surpass their previous feat...

CONNECT > 35

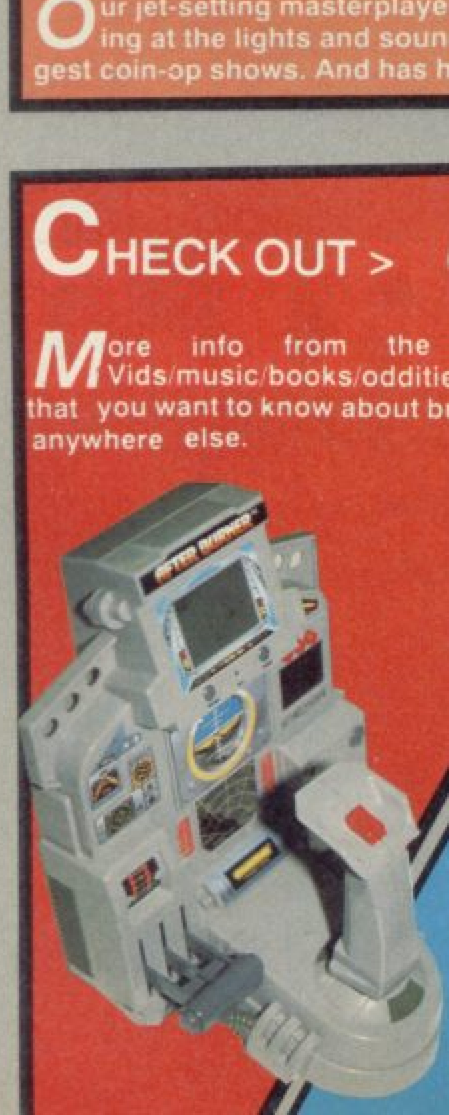
Our new section combines all the bits of the magazine where YOU participate. Letters, Write Stuff, Coupons, Compos, Quiz. There's even a fab new Monty Mole cartoon. And since you can simply pull it out, you'll always know where to look for bargains (and you don't need to cut up the rest of your mag either).

COIN OPS > 56

Our jet-setting masterplayer has been oop north gazing at the lights and sounds of one of the UK's biggest coin-op shows. And has he got news for you...

CHECK OUT > 64

More info from the world outside Vids/music/books/oddities. All the stuff that you want to know about but won't fit in anywhere else.



SOFTWARE

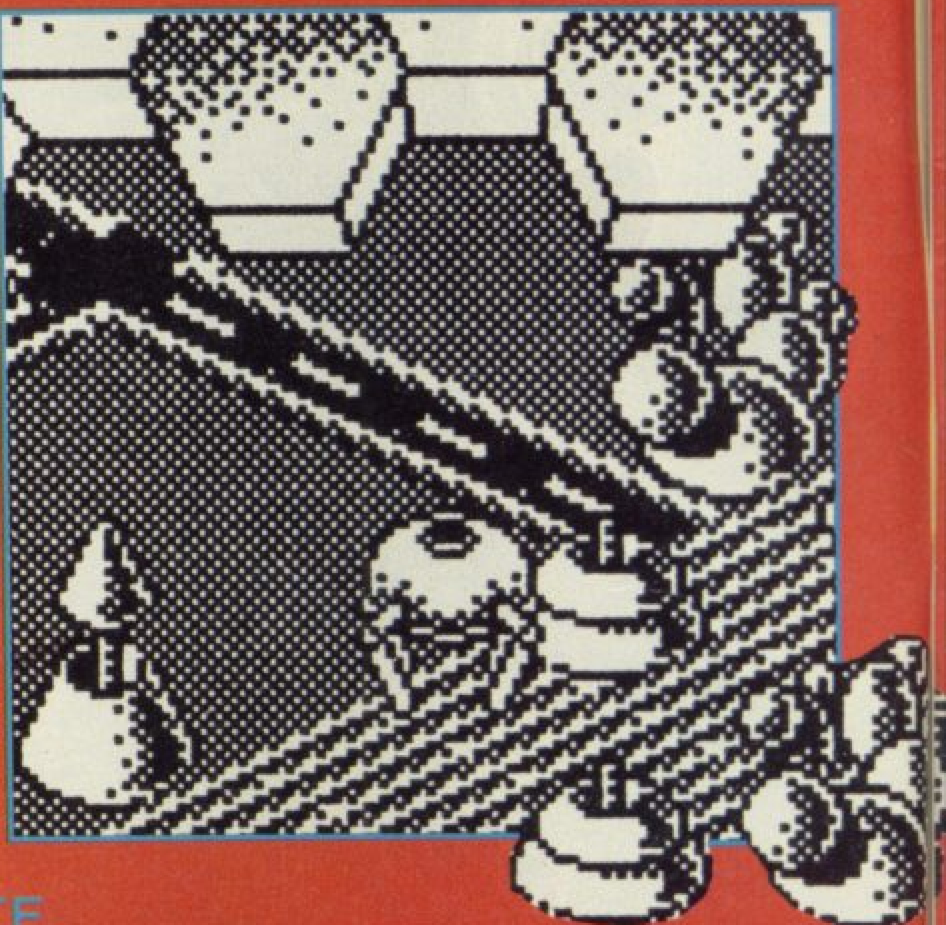
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Bloodwych

MEGA TAPE 26



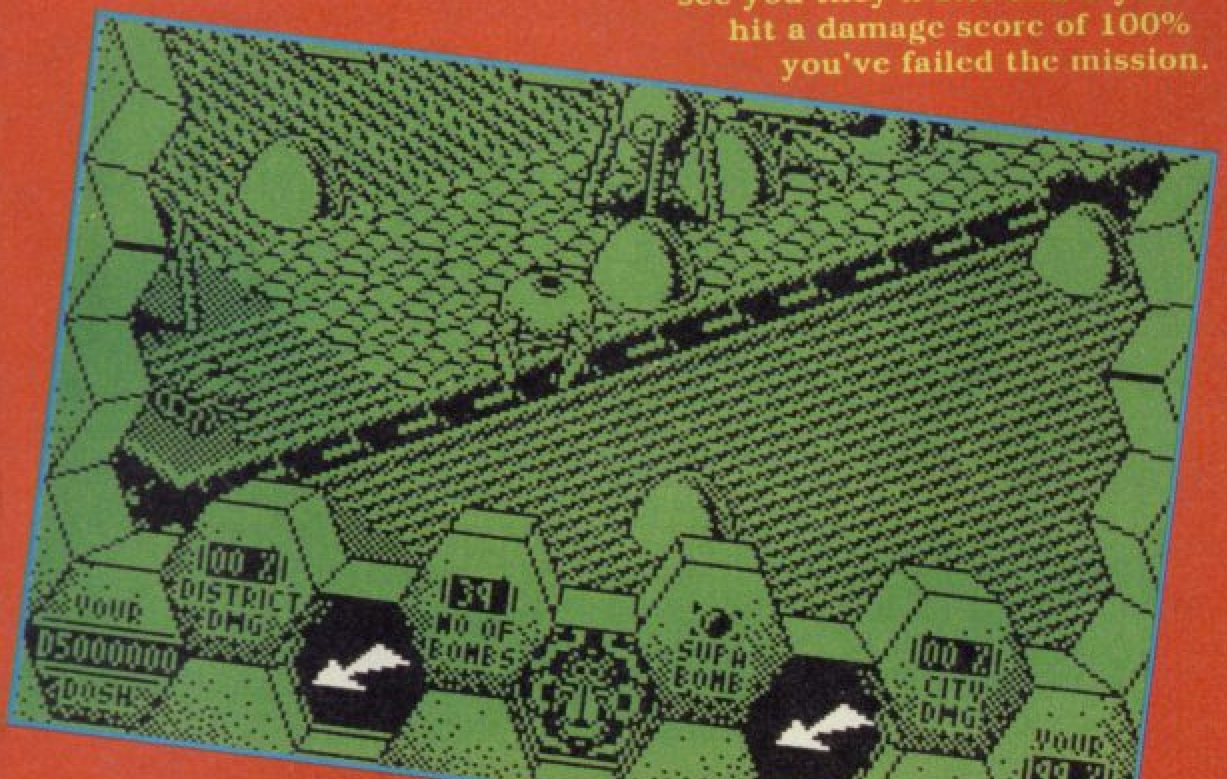
Corrrwa. lummy lawks and all manner of exclamations, just take a lookee at all the stuff we've managed to cram into Megatape 26 for you this month. Not two, but four amazing games to make you go all wibbly (I hope you lot ruddy well appreciate it).

On the A side we present.... ta ta da da da dum daaaaaa... Amaroute and Brat Attack, which are both SU golden oldies back for a glorious second showing. Then, we've got on the B side a couple of newies in the shape of Hammer Fist and something called Room 10. Let's get stuck right in and tell you what they're all about.

AMAROUTE

Going back a year or so ago, SU went completely loppy over this one, they thought Amarote was the absolute donkey's bottom (apparently, that means they liked it!!). Brought to you originally by Mastertronic, Amarote is the name of a city which has become infested by horrid creepy crawlies. It is your task to rid the city of these ugly bugs.

To help you on your mission is your trusty spaceship gizzmo called Arachnus 4 and you have to crash around the city squishing every spidery thing in sight with your bombs. There are 25 areas to clear of long-legged yuckies, but watch out, if they see you they'll bite and if you hit a damage score of 100% you've failed the mission.



To complete a level you have to destroy a Queen beastie, but beware, simple bombs will not blast her. This is where the ship's Radio comes in. When you've located the Queen you call back to your Mothership. You will receive a list of four things: 1.Request Bombs, 2.Supa Bomb, 3.Repair, 4.Rescue. Pick option 2 and splat Queenie.

Amarote has a total of 2500 hi-res screens so it should take you a fair old while to get through it.

CONTROLS

move Arachnus Up/Right Y-P
Up/Left Q-T Down/Right
H-Enter Down/Left A-G Fire
B-Space Radio Caps Shift
Change Colour V

The arrows at the bottom of the screen are your scanner. Choose whether to point at:
Nearest insect Z Queen X
Bomb C

BRAT ATTACK

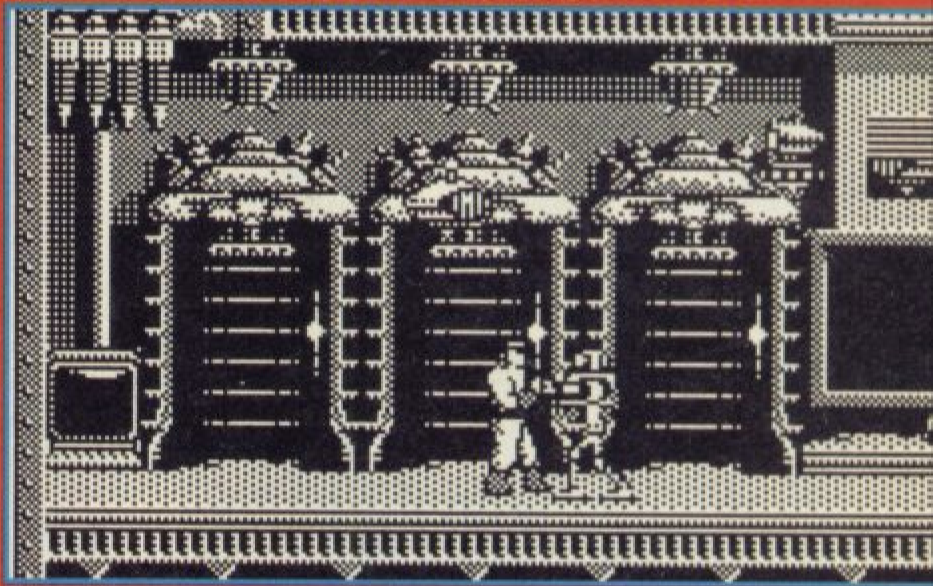
If you're the kind of person who likes really big games, with great animation which are really rather difficult to get through you're gonna love Brat Attack. This game was put together especially for Sinclair User by ace programmer Colin Swinbourne. This lad has been responsible for Joe Blade, Deviants and A Day In The Life Of Thing.

Let's tell you what Brat Attack is all about. You see,



HAMMERFIST

Now for something completely different. We've managed to snaffle a playable demo of Activision's rather bizzo whizzo Hammerfist game which, incidentally, was programmed by those mad chaps at Vivid Image, gawd love 'em.
The game is set within Metro Holograhix's central complex which is littered with security. It's up to you to get in there and bash the poop out of everybody present, destroy the Master and release Hammerfist and Metalisis' bodies from his control.



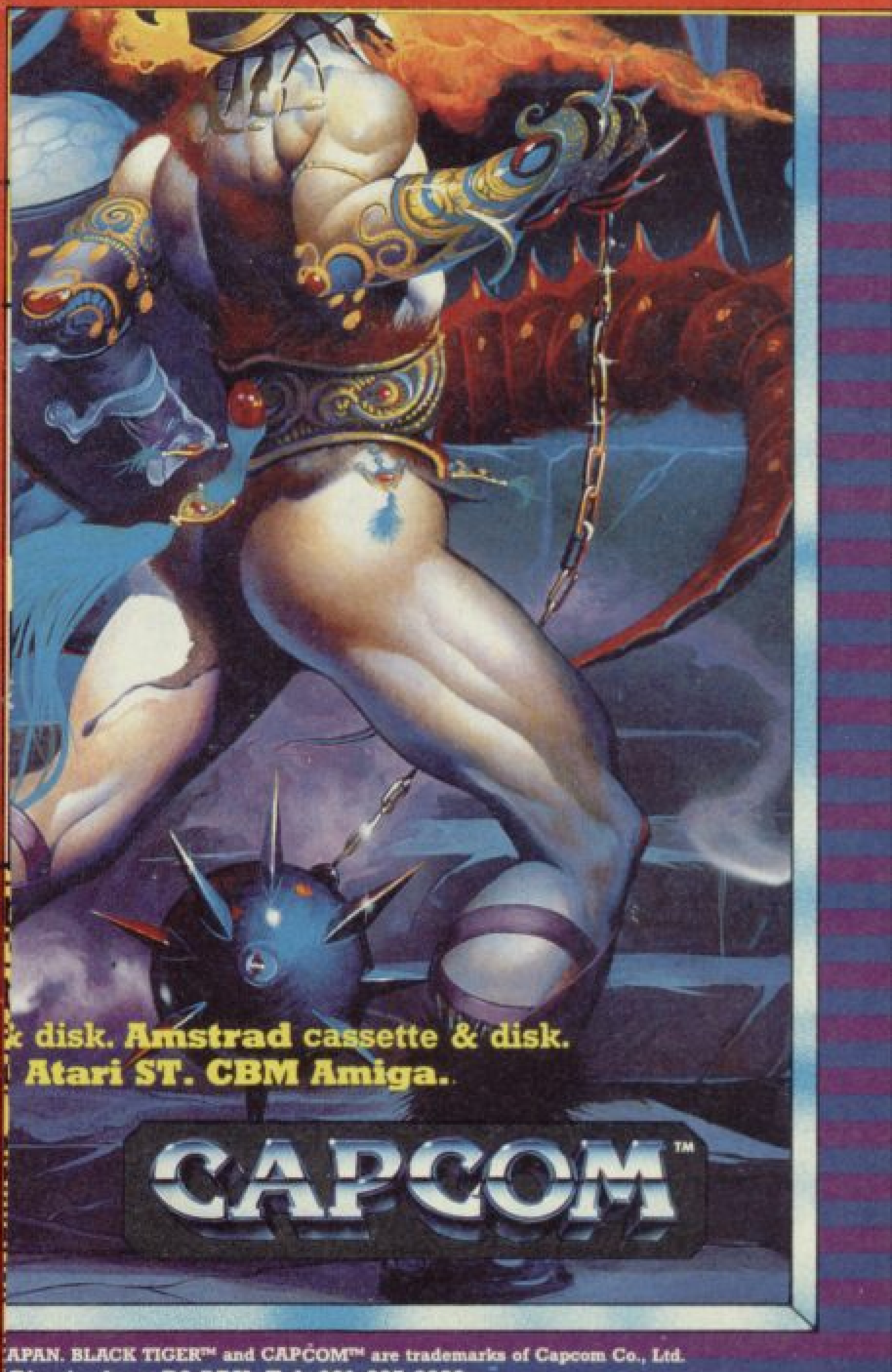
see, the SU team have been kinapped, turned into babies and dumped in a enormous maze. Who will come and save them? You, disguised as a big Amazon woman, that's who. You have to career around the maze like a mad thing trying to find your SU buddies.
At this point, we think you should get out your pen and pad and start scribbling down a few maps to help you remember the parts of the maze you've already searched so that you don't get in too much of a pickle.
You enter the maze with 1000 points. Should you get bashed by one of the many nasty thugs skulking around the maze you'll lose 100 points, so get them first by jumping in the air to knock them out.
There are ten babies waiting to be rescued in all, but before you get them you have to pick up the dummies lying on the floor by just running across them. To increase your bonuses there are power punches dotted about the maze



which can also be picked up by running into them. To help you out messages are flashed across the top of the screen.
Brat Attack is a pretty huge game, so it should keep you amused for a few weeks (alright then, a few hours). We love it to bits.

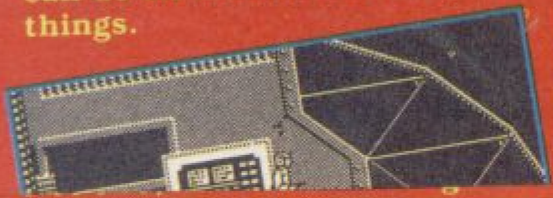
CONTROLS

Run Left	O
Run Right	P
Move up through door	Q
Move down through door	A
Jump	Space



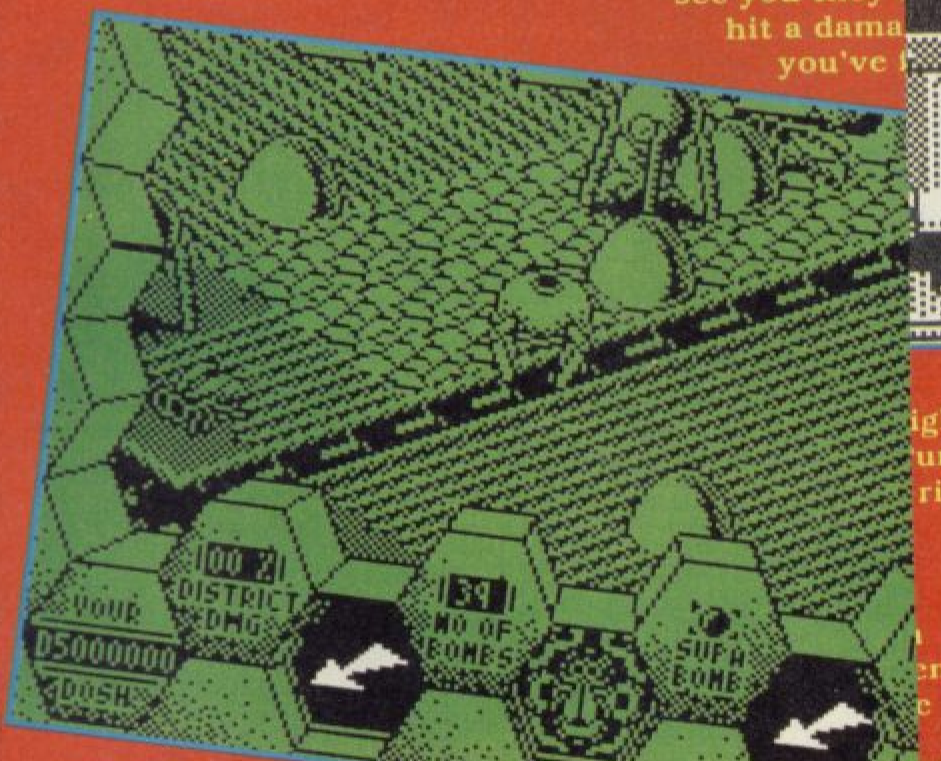
MEGA TAPE 26

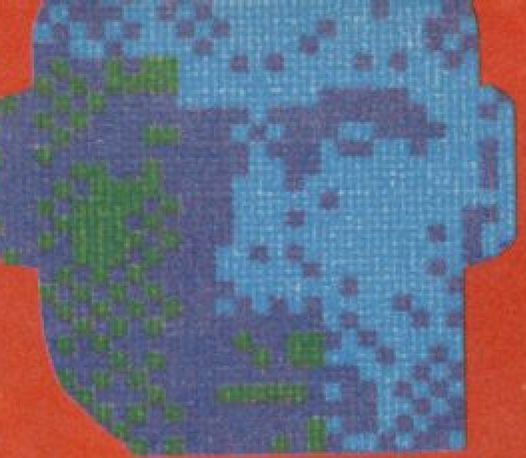
When you arrive in the first holding pen you are a girlie fighter called Metalisis who can beat up the baddies by performing flic-flacs and booting everyone in the mush. You can, however, change from being a big girls blouse to muscley he-man Hammerfist himself who can do all manner of really 'ard things.



games to make you go all wibbly (I hope you lot ruddy well appreciate it).

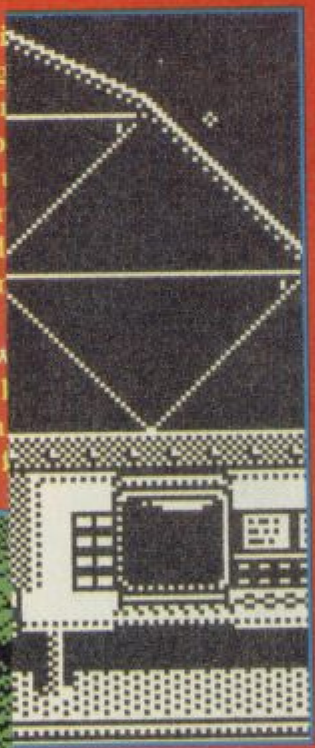
On the A side we present.... ta ta da da dum daaaaaa... Amaroute and Brat Attack, which are both SU golden oldies back for a glorious second showing. Then, we've got on the B side a couple of newies in the shape of Hammer Fist and something called Room 10. Let's get stuck right in and tell you what they're all about.





Each time you kill a baddie they leave lettered icons behind which you can pick up. E gives you extra energy, L gives you a Laser charge to Hammerfist., D gives energy to both characters (only in demoversion) and P gives you a Pistonfist to bop everyone with.
The status area at the top of the screen shows you which of the two characters is fighting, and also their levels of energy. In all, we've given you the first three levels of Hammerfist as a wee taster, so we hope you like it.

CONTROLS
Metalisis:
Flic flac while stationary - Fire + up
running - Press
originally by M n
rote is the nar - Press
which has bee c flac
horrid creepy
your task to ri
these ugly bug
To help you o
your trusty sp
called Arachn
to crash arour
ing every spid
with your bon
areas to clear
yuckies, but w
see you they'l
hit a dama
you've



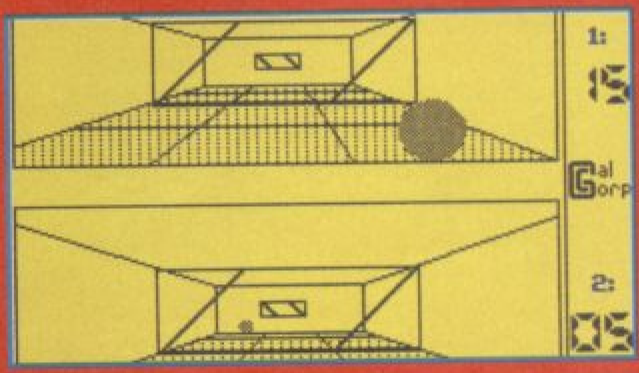
ight
unch forward
right

characters -
c
fire
en -

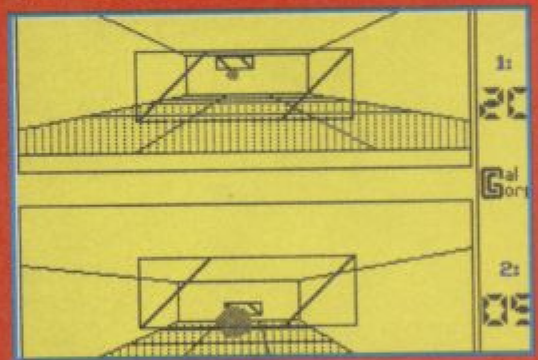
Press fire 3 times or Enter from keyboard
Change weapon -
While in duck press fire twice or L from keyboard
Headbutt into screen -
Fire and Down
Walk into screen -
Fire and up.

ROOM TEN

Room Ten, what a jolly old jape it is. This game really couldn't be simpler, you'd have to be a complete advaak to not understand it. Even I, Big Al Skeat has just about managed to play it (with help from the rest of the team, mind).
Put together by CRL, it's like a wibbly version of Squash. You can play it either as a two player game or you against the computer. Basically, this is what happens.



The screen is split in two with your view of the playing court at the top and your opponent's at the bottom. You each have a big rectangle bat thing which you serve the ball with and can be moved from side to side as well as up and down (are you still with me readers? - Al).



You must hit the ball in such a way that your opponent misses it and it hits the back wall of the court. Each time you manage to hit the wall you get five points, and the first player to get to 35 points is the winner. Easy peasy lemon squeezy.

CONTROLS

Move bat up	K
Move bat down	.
Move bat right	P
Move bat left	O

Note: The above controls are for 1 player mode.

GAMES REVIEW!

HAMMER

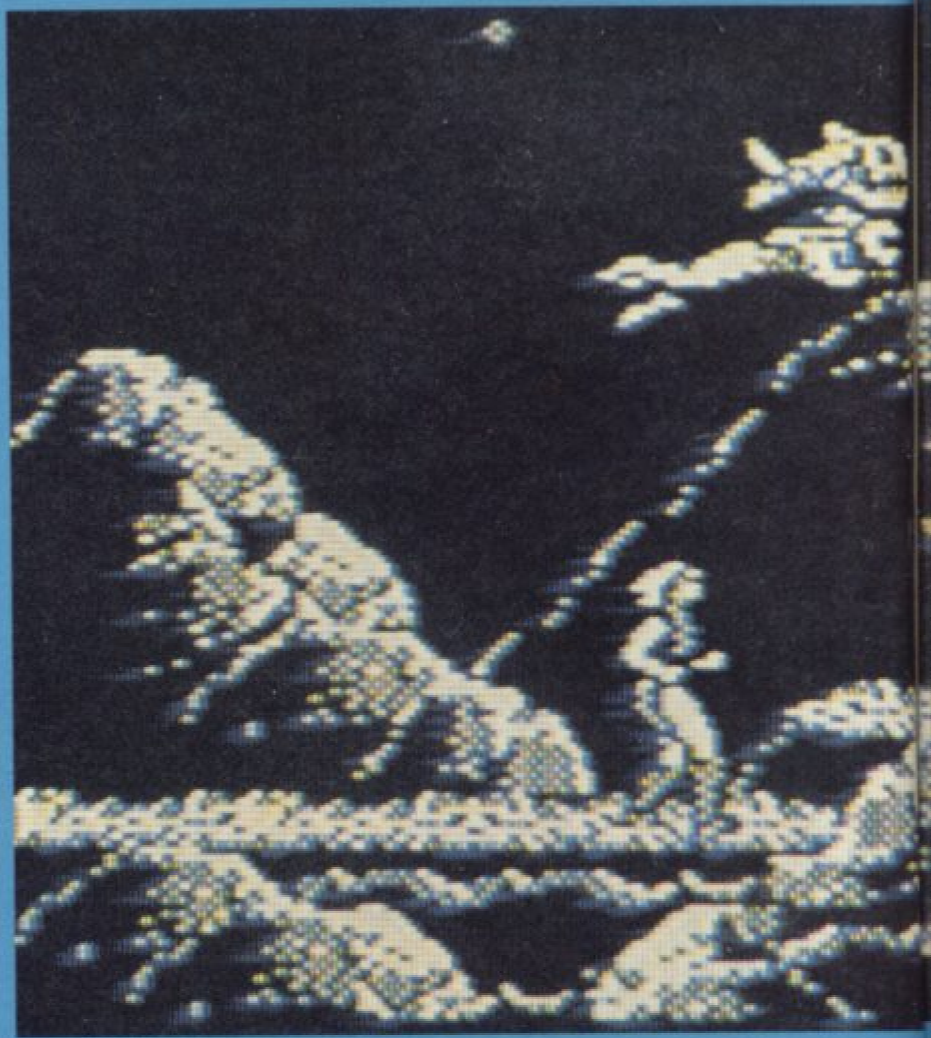
He's big, he's bad, he's really mean/She's the sexiest woman you ever seen./They're holograms, it's strange but true/Findin' their bodies what they gotta do!"

Yes, Hammerfist launches himself onto the Spectrum and I guess if you're reading this you've got to have already torn the demo tape off the cover dribbled with excitement at the rad graphics and great gameplay. You know the game already so how about a little background just to set the scene before you rush back to the demo and get blasting?

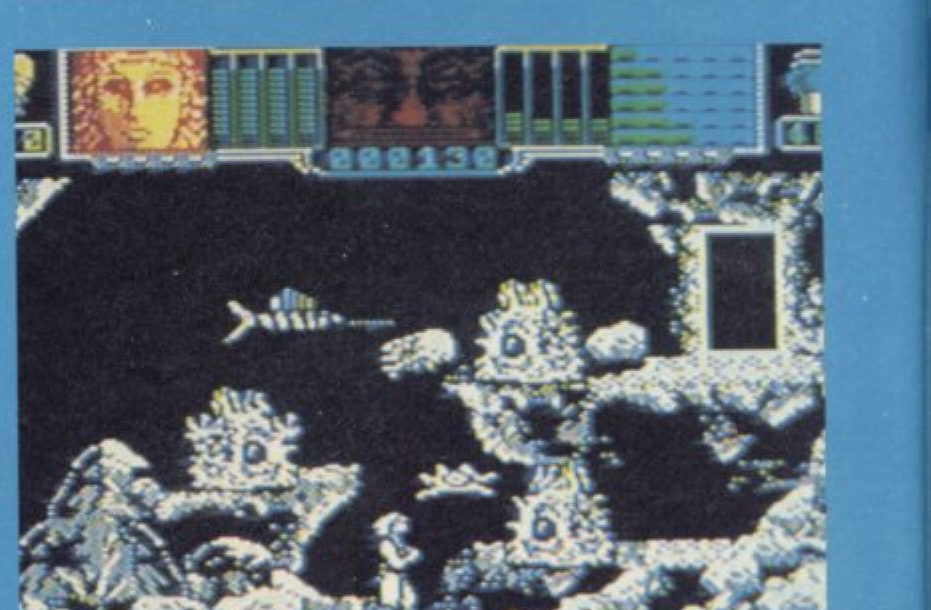
Hammerfist is set in the future where The Master has desolated society by using the corporate power of Metro Holographix, a company whose power lies in its manipulation of powerful holograms.

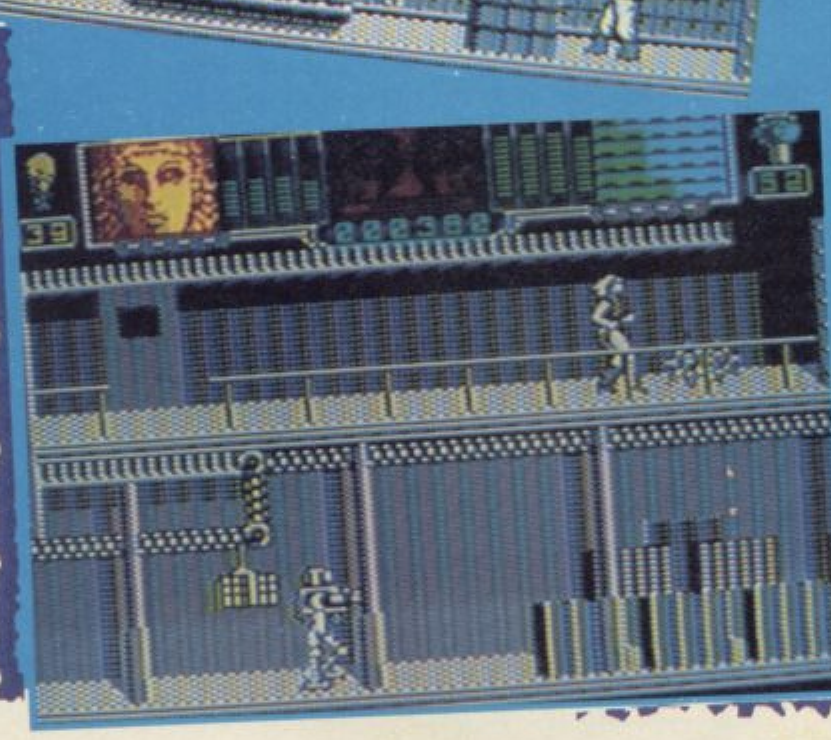
The Master looks set for a good time make no mistake. Only one problem; two holograms have their personality modules damaged in a malfunction and become fused together. What's worse for the Master is that they immediately set about destroying the Metro Holographix centre and reuniting themselves with their real bodies by destroying the Master.

The centre is guarded by various computer security systems and driods of varying hardness. You can switch between the two characters Hammerfist and Metalisis, utilising their various skills for differing situations -

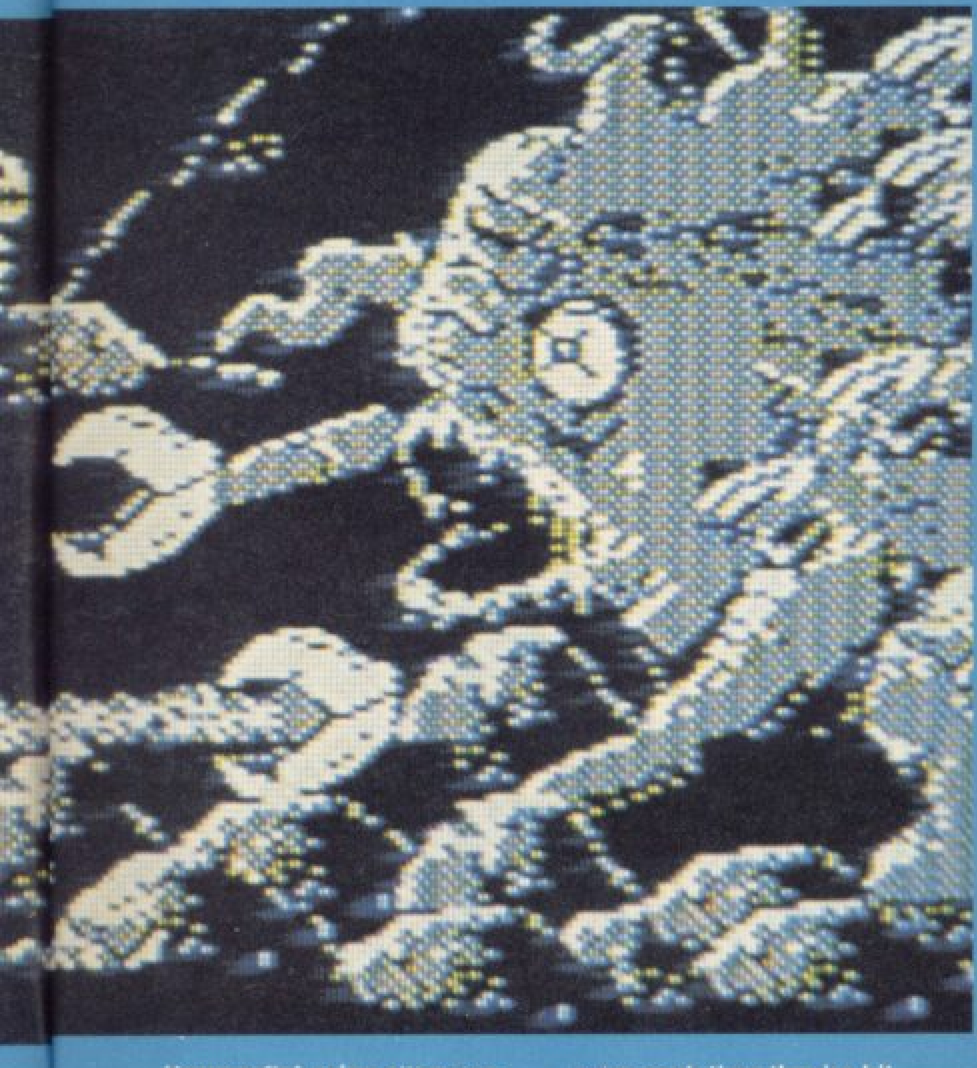








RFIST

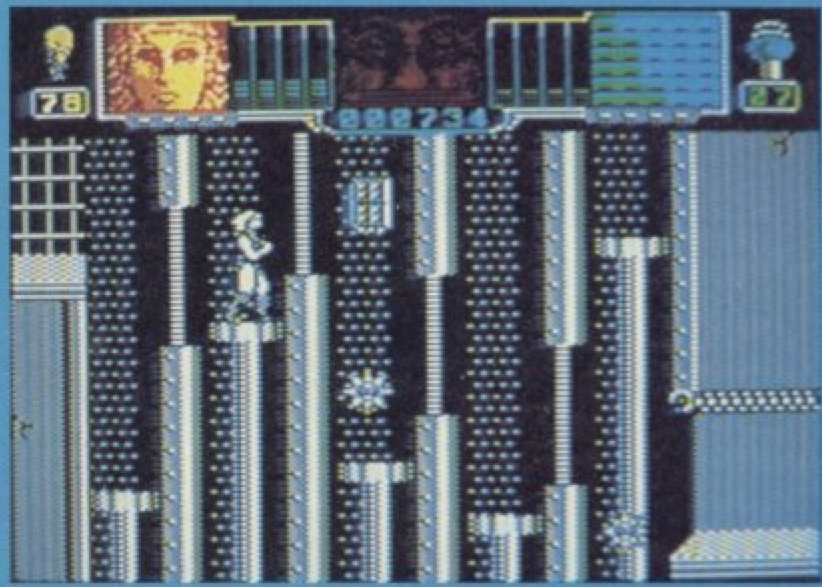


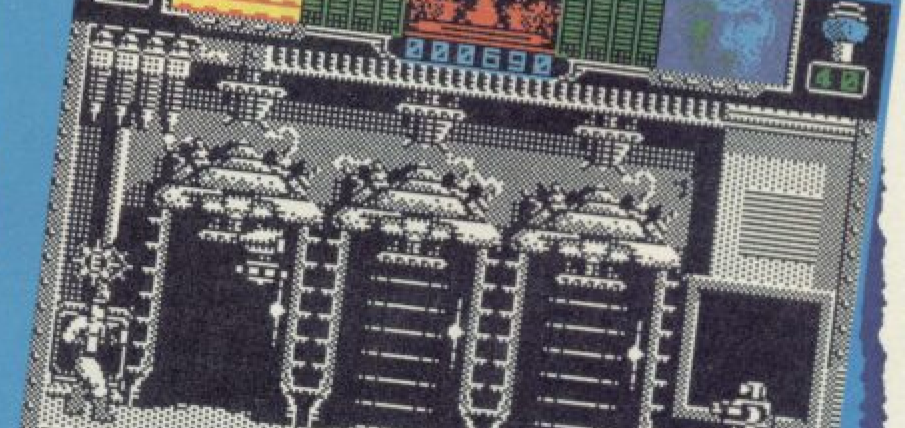
Hammerfist using either his laser to fry a would-be platinum protaginist or his piston fist to hammer the rivets apart on droids or security doors. Metalisis is fit. Every sort of fit. She will leap and sproing around the screen in a flic flak manner (just like Priss out of Bladerunner, but not in a copyrightable sort of way, you understand) and kick the sheet metal out of anything in her way. (Arf) Control is difficult to begin with but easily mastered giving the player a wealth of control all available through well thought out joystick actions. Anyone who finds this tricky can use keyboard keys for some actions

The security system isn't easy though and energy is drained from the current character each time they're hit and When a character's energy meter falls into the bottom row of the display and you change character then you cannot use that character until their level has built up to the second row. You can replenish your strength by collecting the numerous available icons.

The icons are central to the game as they provide energy and firepower for Hammerfist and Metalisis. Each time you destroy a security droid an icon is released. Each time an icon is not collected before it fizzes out, then that energy goes to the Master and increases his energy shown by the bar below his sleeping icon until he wakes up. Then the icons all become negative energy and so you must leave them to fizz out and go back to the Master and put him back to sleep.

Hammerfist is a great game The graphics are clean and have achieved the illusive balance between action and clarity. The game play is superbly progressive, with 'safe' spots on screens so that you can have a breather and decide on your strategy. It's well hard, harder perhaps than even hammerfist himself.





SINCLAIR USER CLASSIC

JIM SEZ: 89%
"Phooar! The toughest of the tough. Get it!"

ARCADE REVIEW

FAX BOX

Label: Activision Author: Vivid Image Price:£9.95
Joystick: Various

All the magical ingredients of a great game cooked to perfection. A feast for arcade fans.

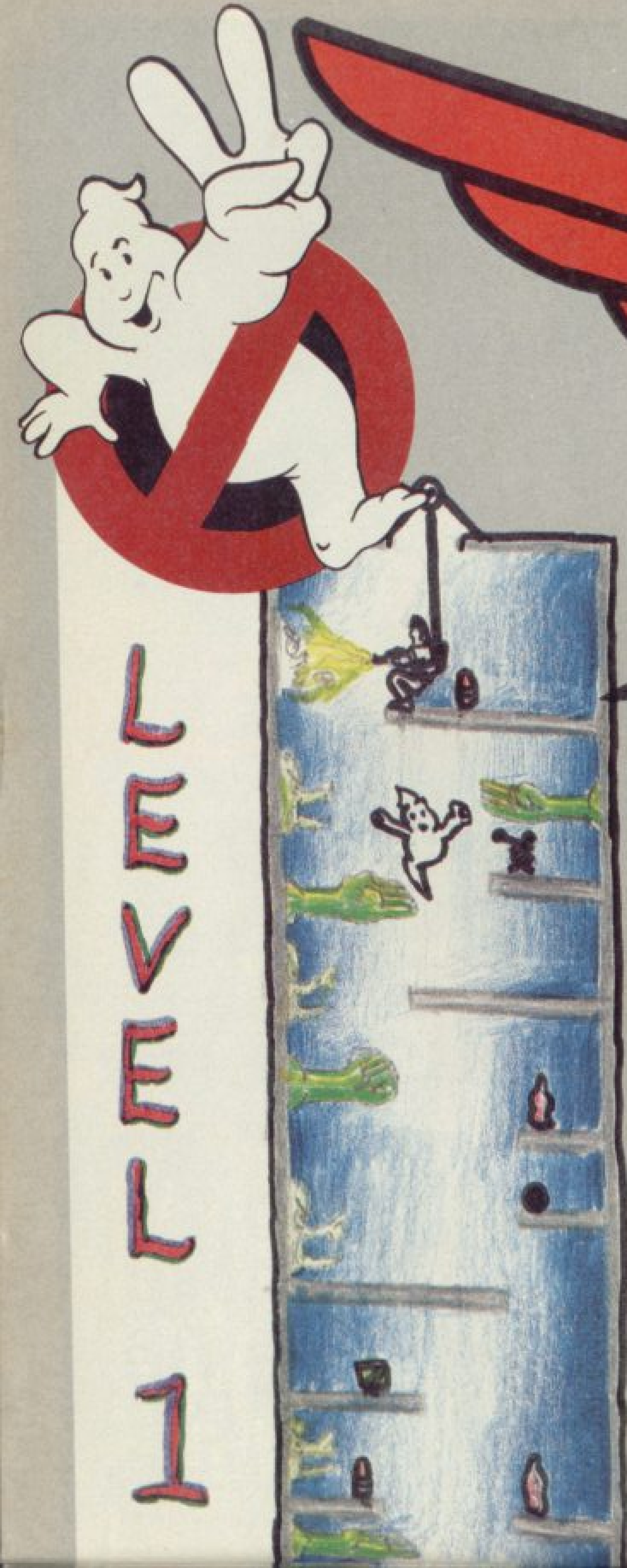
Reviewer: Garth Sumpter

GRAPHICS | SOUND | PLAYABILITY | LAST ABILITY

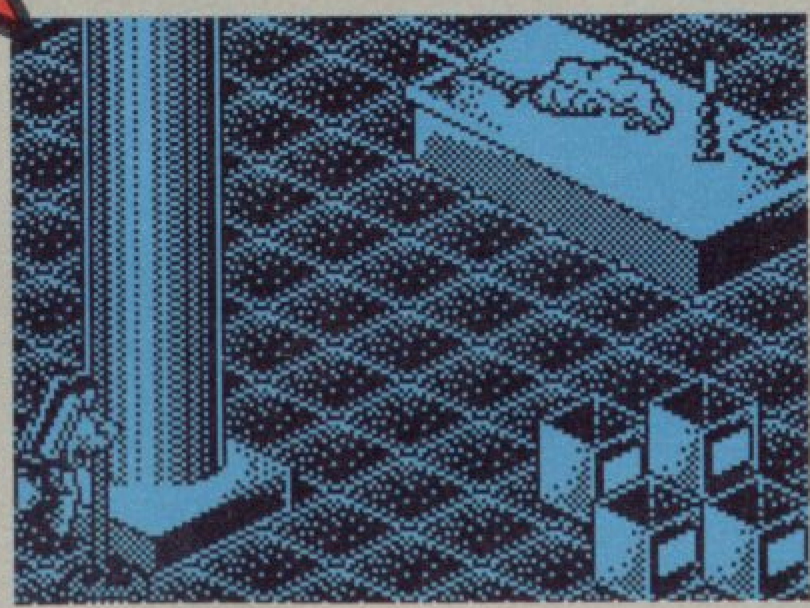
OVERALL 92

10 20 30 40 50 60 70 80 90

HACKING SQUAD







Welcome again to the toughest, most informative and thoroughly stylish tips pages around. This month (as well as the excellent Solutions Booket - turn to the contents page to see how to assemble yours!) we've got five pages of the hottest tips around. This page, as you can see, carries a map of the first level of Ghostbusters II. The following pages are equally stuffed with info, tips and cheats on: Snoopy, Count Drakula, Renegade III, Spherical, Shinobi, R-Type and Star Farce. We've also got the first list of Hacking Squaddies, the reigning Popes of Pokes, Cheating Chillers, Mapping Majesties. If you want to be among them, send your tips to: The Hacking Squad, Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU

GHOSTBUSTERS

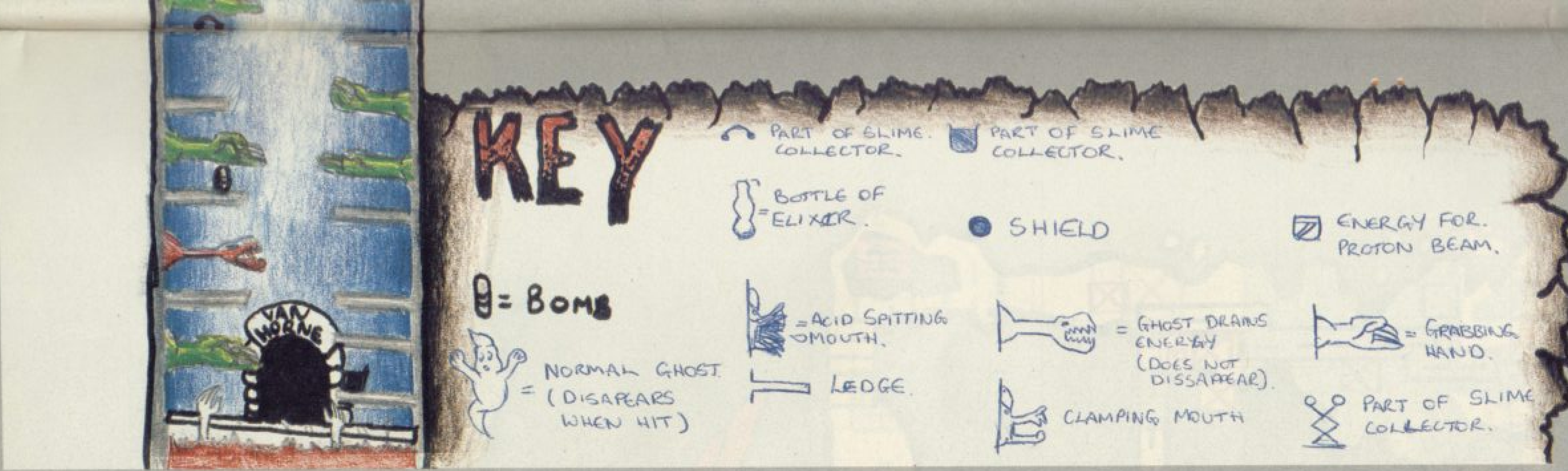
Thanks muchly to David Sym and "Jim" for their truly excellent map of the first level of GB II.

LEVEL 1 - Van Home

It's vital that you don't swing too far right or left, or you'll be grabbed by the ghosts (or the ghoulies - arf arf) Collect the bottles of elixir to replenish your energy. Keep at least one shielf for when you reach the bottom.

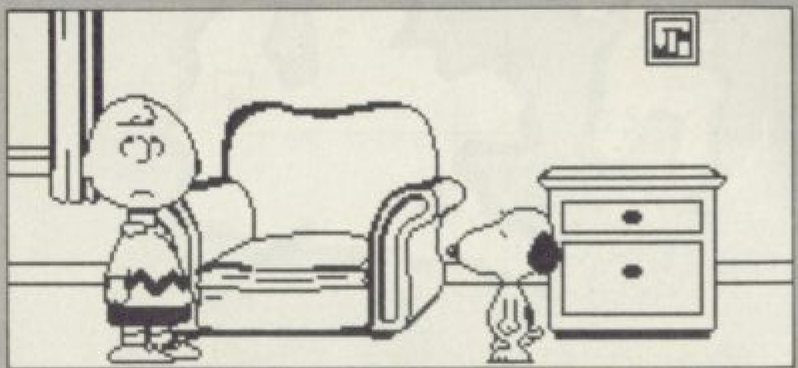
LEVEL 2 - Broadway

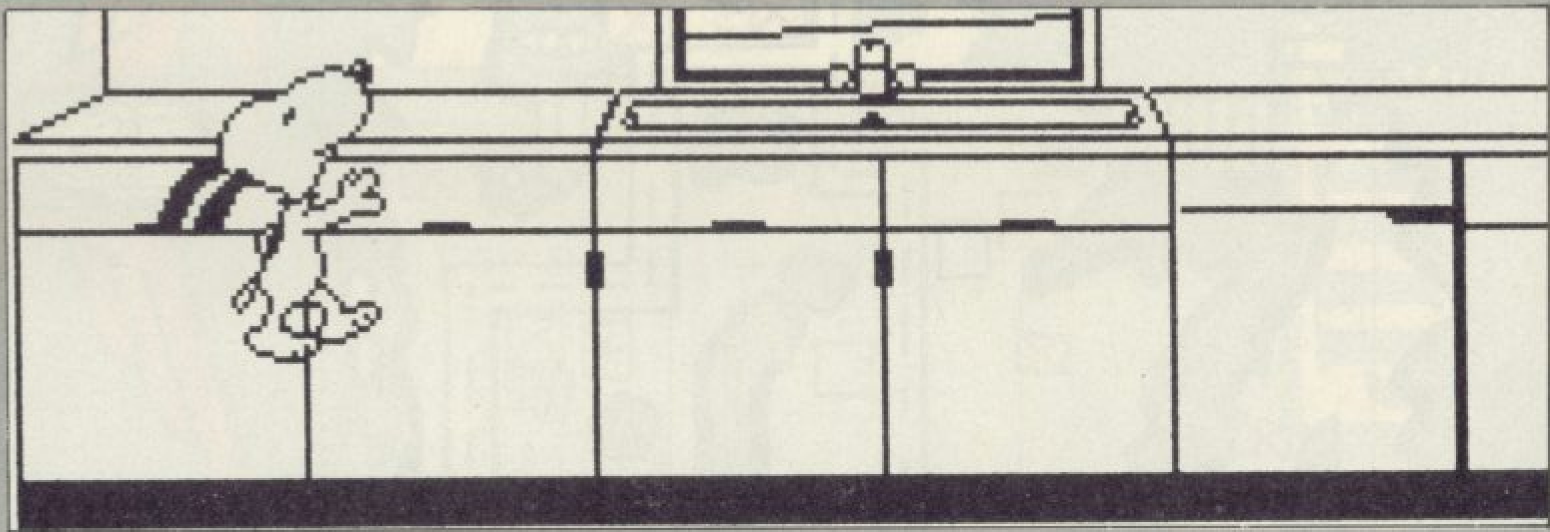
Move your fireball to the centre of the screen as, later waves split up and move for the head and foot of the statue. If your fire ball energy is low, fly down and kill some of the people. When you reach the end of this level there will be four guardians (easy).

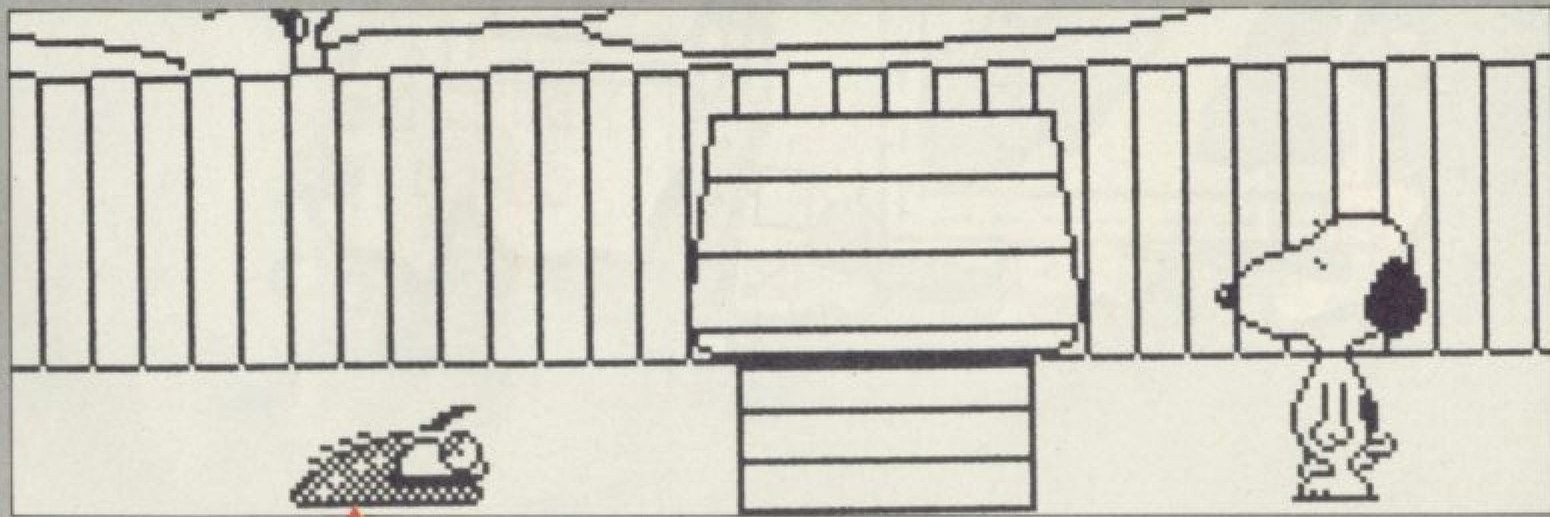


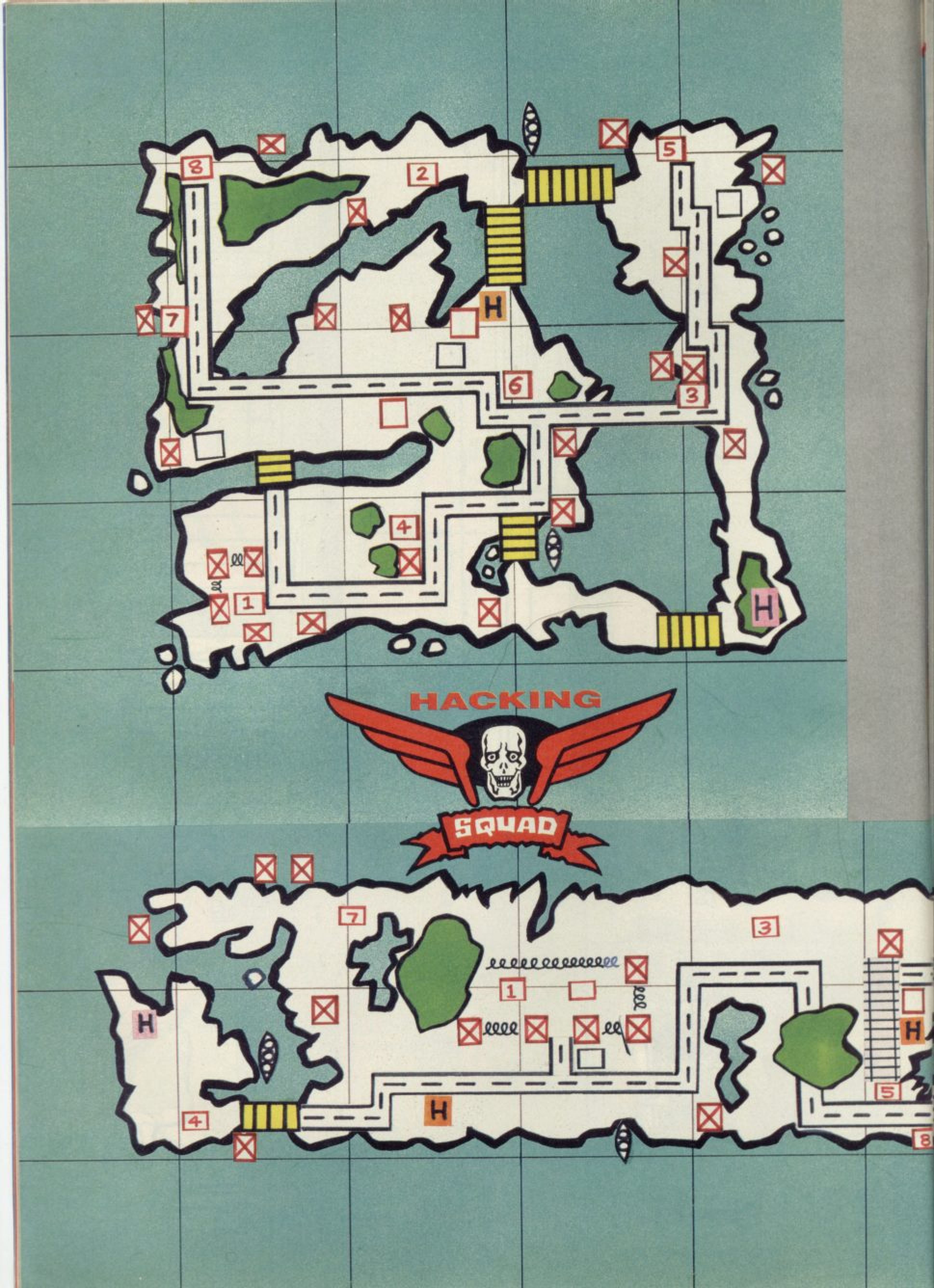
SNOOPY

Pick up bowl, eat the food, drop bowl, go into kennel, pick up typewriter, type a letter, give letter to Charlie Brown, pick up cookie jar, eat cookies, take the empty jar to the riverbank, catch frog in jar, drop jar (notice the barrel bobbing up and down). Find football (usually outside school) throw ball into river. Find catapult (usually under the apple tree). Timing is very important her, jump from the riverbank onto the barrel, directly jump off onto the next screen, jump from stump onto the ball; directly onto the barrel and directly onto next screen, jump straight away from the barrel to the river bank, shoot at the balloons coming from the well until the pump appears on the floor, take pump and leave it on the screen with the kite in the tree. Take the rubber ring from Lucy and drop it slightly left of the tree with the kite (be careful, because once you drop the ring that's it, you can't pick it up again), inflate with pump, go as far left as you need, then jump, making sure you land through the ring, keep pressing jump and the kite will fall, (trial and error).. Give kite to Charlie Brown by the scoreboard, go back a screen, to the apple tree. Charlie Brown has dropped a key, use key to open the locker with the bit of towel showing, give towel to Linus.
Thank you Lee Guest, Wolverhampton









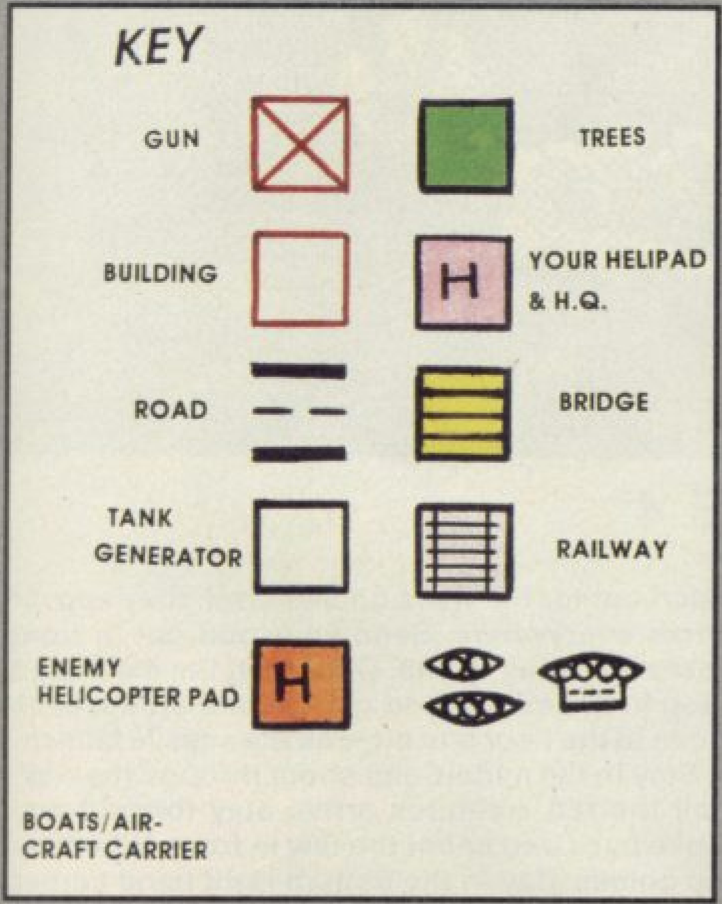
HACKING
SQUAD

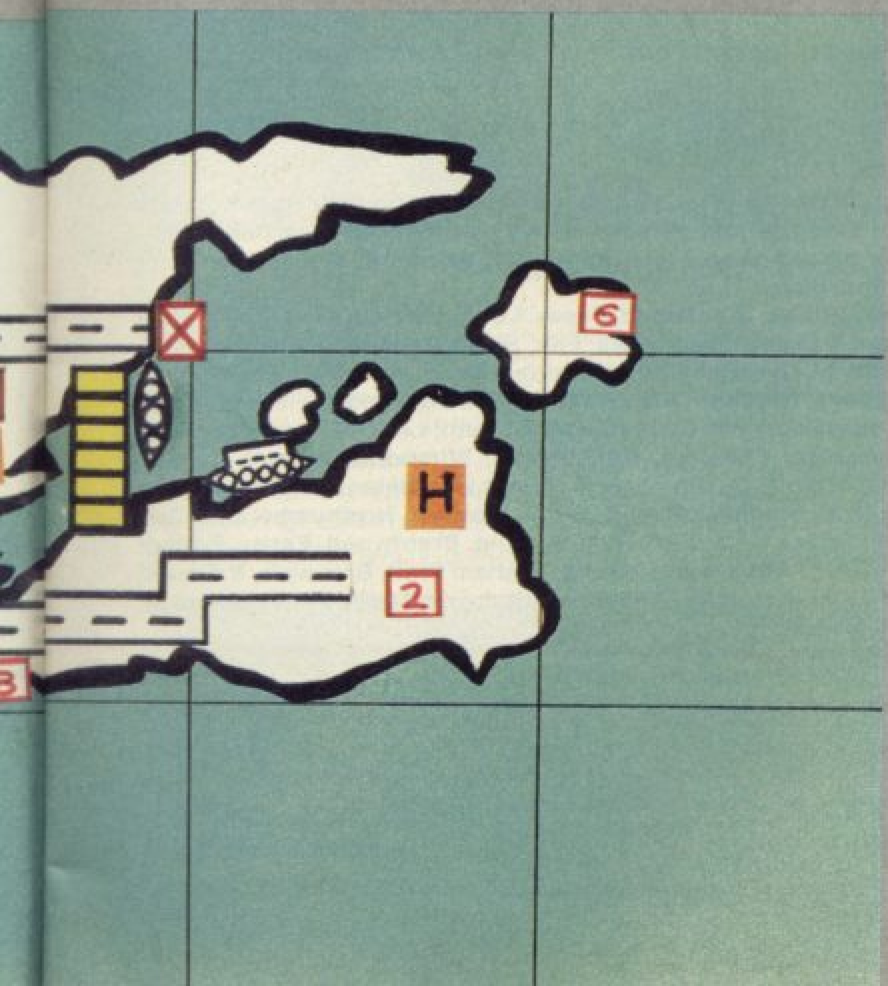
OPERATION: GUNSHIP



Co-Ordinates of Prisoners
1) J5,J4 (IN BUILDING SW OF THE ISLAND)
2) K4,L7 (IN BUILDING NORTH OF THE ISLAND)
3) L9,K7 (JUST NORTH OF H.Q.)
4) K2,J8 (IN LONG BUILDING NW OF H.Q.)
5) L6,L9 (NE IF ISLAND IN BUILDING)
6) K7,K7 (IN BUILDING CENTRE OF ISLAND BYROAD)
7) J3,L1 (ALONG WEST SIDE OF THE ISLAND)
8) J6,L9 (NW OF ISLAND IN BUILDING)

Co-Ordinates of Prisoners
1) L,K (IN POW CAMP)
2) 06,J3 (IN BUILDING SE OF ISLAND)
3) MS,K3 (IN BUILDING NORTH OF ISLAND, ABOVE ROAD)
4) J3,J3 (IN BUILDING SW OF ISLAND)
5) N2 J2 (IN BUILDING SOUTH OF RAILWAY)
6) P2 K1 (IN SMALL BUILDING NE OF ISLAND)
7) K,K4 (NE OF START)
8) N6,K5 (IN BUILDING NE OF ISLAND)





THE HACKING SQUAD

Are you a hacker yet? If you've sent any wonderful hints, tips, maps or pokes into the Hacking Squad then have a check through the list of hackers. If you are a Hacker then your name's there - if not then you're a useless lump of cak who deserves to have rotten fruit stuffed down the front of your knickers. So, if you send nothing you'll get nothing and probably end up with a banana poking up your bum and look really stupid and the world will hate you.

If not and one of your hints, solutions or maps is published then you'll be a hacker and everyone will want to know why you're so brill!

GAME BUSTERS

Welcome to Game Busters, the place where we give you the lowest low down each month by publishing full players guides to the latest and greatest games on the Spectrum. These are not just hints and tips - they are the cow's udder of gameplay. This month we'll be taking the lid off two brand new games - Myth and Treasure Island Dizzy and blowing Operation Gunship to bits.

HACKERS GAME TIPS CHASE HQ

Redefine the keys as "shocked" and then press enter and a test menu appears. Press a key and then redefine the keys as you want them. From the title screen you can now press numbers 1 to 5 to see the various logo animations and pressing 6 will allow you to enter your name on the high score table in true Hacking Squad 1st place!

Having completely hacked the game you can now play the game and...

Press 1 to restart the level
Press 2 to jump to the next screen
Press 3 to see the end screen
Press 4 to add a credit

Fabby stuff eh, and all thanks to Luby, of Ingrow in Yorkshire. Watch your postbox Mr Ingrowing! Or should I say Mr Hacker.

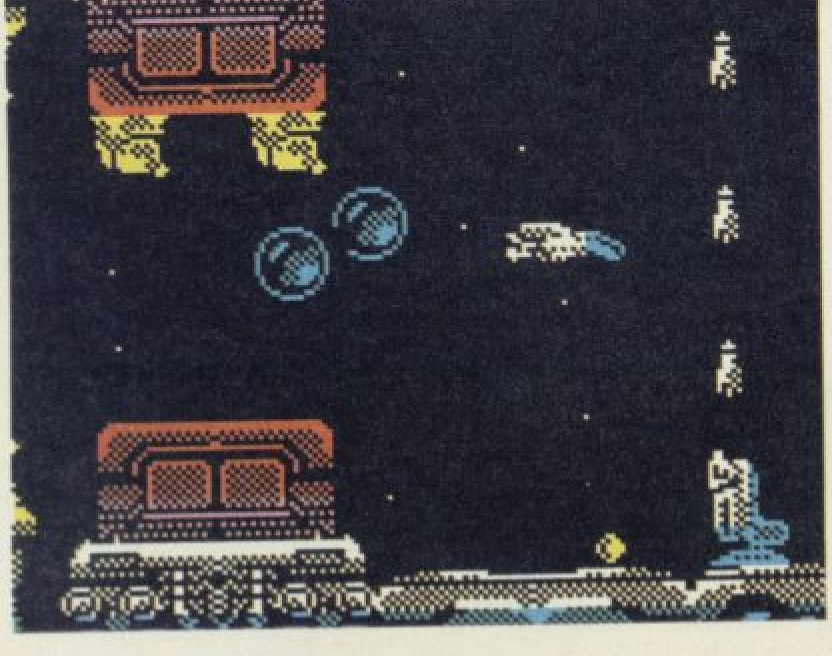
HACKING SQUAD

R-TYPE

You begin by meeting two waves of four fighters. The first at the top of the screen and the second at the bottom. They do not fire at you so they do not need to be killed. There is then a couple of snakes which you shoot or dodge. Then a large wave of fighters. A white ship will appear and when you shoot him he will leave a yellow jewel. Collect the jewel, you will then obtain a pod. Let the pod through to the front of the screen and it will blow up a blue man that comes down onto the screen. If not, dodge the white beams he sends and beam up yourself. You do this by keeping your finger on fire and then letting go. I will now not tell you everything but will expect you to blow all moving craft to smitherines. After a while you will come to a snake, send your pod in and shoot the blue segment. Next there are two red men. One good beam should kill them. When you reach the monster at the end detach your pod between the two centre eyes and move to the top right as far as you can go. When the green head pops out the middle it will blow up.

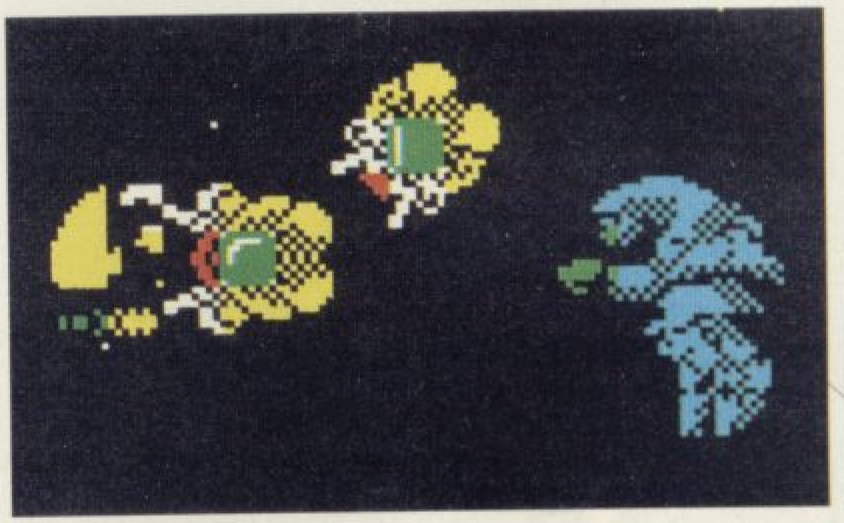
LEVEL 2

All you have to do is stay in the bottom left hand corner and don't move until you reach the snake at the end. Blow away everything in your path. Steer round the snake and then move to the top right corner three in and three down. The snake has four movements. YELLOW - middle, bottom left BLUE - middle GREEN - bottom left RED - bottom right
The sequence is yellow, blue, red, green, blue, yellow, green and red. You can do that or shoot the contracting dome in the middle which will blow it up.



LEVEL 3

Blast away at the engine until it falls off then fly over the top of the mothership. Move down and send in your pod. Follow it in and then blow up the boosters. Stay at the back when the ship comes down and hide in the niche. Go through and then get the pod on the back. Send the pod in over the top and then wait until the mothership explodes, what a sight.



LEVEL 4

Watch out for the walls on this level, they appear from everywhere. Send your pod out in front and blow everything to bits. Once past the mound go to the top in the middle and get the pod on the back then move to the floor and blow all the missile launchers up. Stay in the middle and shoot through the wall. When all the red creatures arrive stay forward and then move back and shoot the few in front. When the big ship comes stay in the bottom right hand corner and wait until it has split up. Move underneath and blow up the dome. Get the pod on the front and shoot the dome in front of you. Once that is done send the pod over the remaining part and catch it on the lip.

THIS MONTH'S HACKERS

The following list of people will be receiving their Hacker's Pack of Goodies just as soon as we can sort out a carrier pigeon. Forty pieces of software going out this month alone! Thanks for the tips, guys.
James Hobbs, Brentwood, Essex. Lewis Sinclair, Kingsholm, Gloucester. T Crane, Glenrothes, Fife. Stuart Pepeira, Wellingborough, Northants. Jason Anthony, Weymouth, Dorset. Matthew Philpott, Salisbury, Wiltshire. Alan Maxwell, Fife Scotland. Myles Mccallum, Dundee, Scotland. Colin Hewson, Louth, Linconshire. R Townley, Stalybridge, Cheshire. Karl Stokes, Wimborne, Dorset. Andrew Jones, Cardiff, S. Glamorgan. Ross Allan, Helensburgh. T. Brown, Dronfield, Sheffield. Simon Jukes, Morpeth, Northumberland. Bernard L'Allier, Berkshire. Ryan Attfield, Brentwood, Essex. Edward Loane, Co. Westmeath, Ireland. Graham Pratt, Braunton, N. Devon. Paul Luby, Keighley, West Yorkshire. Lee Guest, Wolverhampton, West Midlands.

That's it for this month, except to announce - ta daa! - this month's Hacker Of The Month is... the man behind the excellent tips fcr Snoopy... Lee Guest from Wolverhapton. You can expect your £40 worth of software and all the associated goodies poste haste.


Castle Master
Castle Master
Castle Master
Castle Master
Castle Master
A sensational new 3D Action Adventure from Incentive, in spectacular Super Freescape ™
Incentive, the award-winning team behind the massive hits DRILLER, DARK SIDE and TOTAL ECLIPSE have done it again! CASTLE MASTER is the result of years of work on their highly advanced Animated Solid 3D development system. It will catapult you into a world of fantasy.
Use your eyes and ears to discover solutions to the brain-twisting puzzles. Secret rooms, twisting corridors and hidden traps, all in superb SOLID 3D make Castle Master the most atmospheric Action Adventure you'll ever play.
Enter 'Castle Eternity' if you dare! You could be there forever.
ROLL OF HONOUR
Incentive's past awards include
Crash Readers' Awards
– Best Graphics
– Most Imaginative Game
– Best Overall Game
C & VG Golden Joystick Award
Commodore Computing International Oskar
Amstrad 100% Prix De L'Innovation
Computer Industry Award – 8 Bit Programmers of the Year
Available on: Atari ST, Amiga, IBM PC 3,5" & 5,25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128
Atari ST C 64 Spectrum & Amiga Screenshots
Programmed by: Incentive Software © 1990 New Dimension International Ltd
Published by Domark Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR
Tel: 01-780 2224
incentive
The Award Winners
DOMARK

GAMES REVIEW!

GUARDI

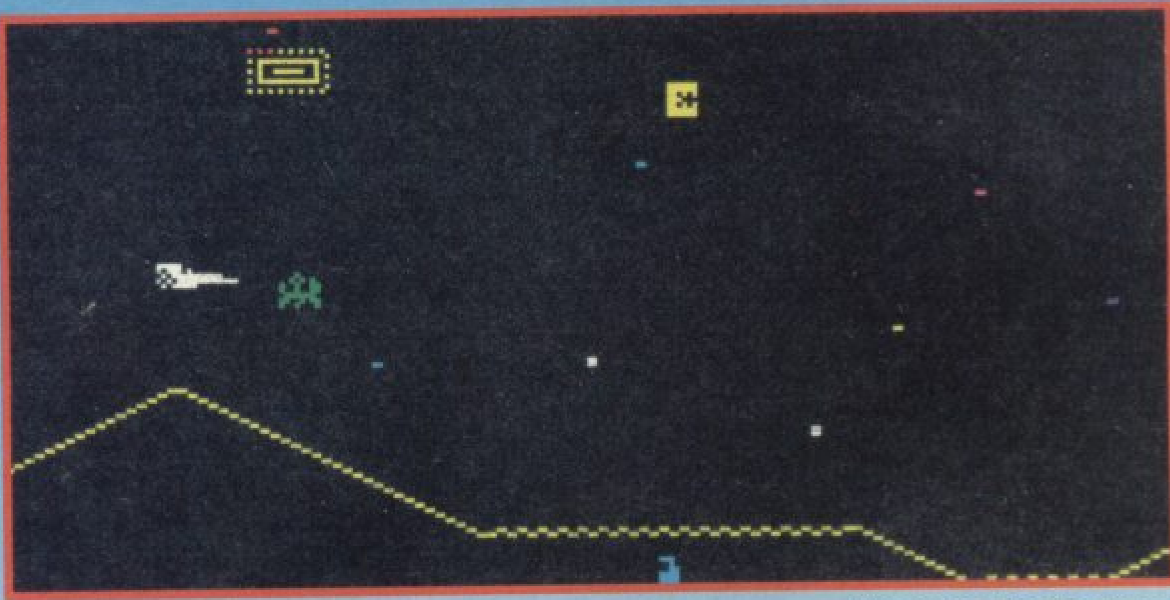
REVENGE OF TH

Vooomph! Like a bolt from the blue, Hi Tech software blasts onto the budget scene with *Guardian II*, one of the best budget games I've seen in years.

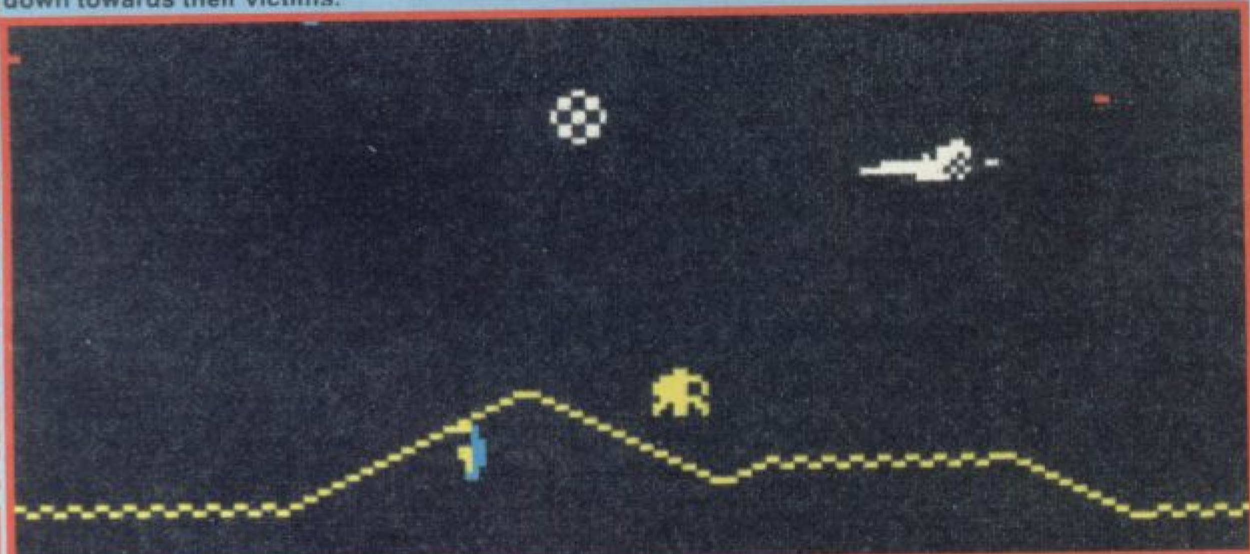
Based on arcade classics of yesteryear Defender and Stargate, Guardian isn't bogged down with convoluted plotlines or complicated sub-games.

Alien fiends are attacking the earth and snatching innocent humans for their own grizzly ends. Being the last surviving starpilot with a fully intact spaceship, you must skim above the planet surface, wasting the aliens and ensuring that all of the humans are safely returned to the ground.

The bulk of the alien populaton - in the early stages at least - are Raiders. These are the guys that snatch the humans wandering the mountains. At the start of each stage, a set of aliens hyperspace in and gradually head down towards their victims.







Since each level is about five scrolling screens long, you won't be able to keep track of all the bad guys without thorough examination of the invaluable scanner at the top of the screen.

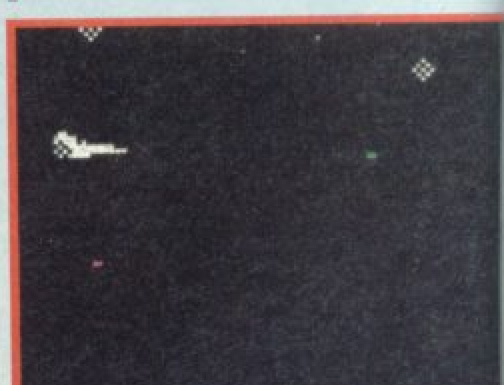
Even if a Raider manages to snatch a human, all is not lost. The weight of their quarry slows them down and they can only make a slow, vertical ascent. It's at this point when the big points are to be had. Shoot out the Raider, catch the falling human and plonk him down. If he falls too far, the impact will kill him.

Once they reach the top of the screen, though, they turn into ferocious Mutants, hellbent on your destruction. Should all your humans buy it before the end of a level, whether through alien snatching, falling to their deaths or whatever, the alien forces will prevail, and you'll be cast out into hyperspace to face a swarm of Mutants. Chances of survival are slim.

Kill all the aliens on a level and you're confronted with the next attack wave. Each alien has a specific duty. Some glide around and drop bombs, others contain spores which home in on you, others simply chase you into the ground.



They look innocent enough, and they are! Dynamo Deathpods! They float innocently through space - The Fiends!



…AN II

…HE MUTANTS

GAMES REVIEW!



HINTS AND TIPS

1) Use The Hypergates as often as possible. They'll beam you to helpful locations and can save your bacon in tough combat situations
2) Don't fly too fast just for the sake of it. Plan your next target with the scanner, kill it, and then look around for the next hit.
3) Once you've collected a couple of humans, put them on the deck as soon as possible. Only try to use the Stargate option if you've already wasted most of the aliens. The chances of getting killed before you reach the Stargate are high and you can get 5x500pts by simply touching the ground.
4) Don't blast away out of control. You'll inevitably hit a human on a mountain top or fly into a bullet you've obscured in laserfire.
5) Try to avoid flying over the top of a raider and turning round to shoot him. It's easy for them to predict your movements and fire off a shot which you'll fly into.
6) Once a raider has snatched a human, kill it as quickly as you can. They fire more shots when they're carrying.



A breakdown of the enemies you'll face in the coming levels. Baiters only appear once you've dithered too long but bombers are always present.

Okay, so we've got a pretty tight scenario, but you've already got a thousand space shoot-outs, right? What's the difference here?

Playability. Pure and simple. The controls are quite complex; up, down, thrust, fire, reverse, hyperspace and smart bomb. And to begin with trying to catch the falling humans seems impossible; you keep overshooting and missing them entirely. However, once you get the hang of gunning your ship through ever-more densely populated screens, reversing, blasting, jumping and swerving, picking off the aliens, the level of satisfaction soars.



CHEAPY OF THE MONTH!



SINCLAIR USER CLASSIC

ARCADE REVIEW

FAX BOX

Label: Hi-Tech **Author:** In House **Price:** £2.99 **Memory:** 48K/128K **Joystick:** Various

GRAPHICS	SOUND
70	60
95	92
PLAYABILITY	LAST ABILITY

Truly excellent conversion of a fine arcade game.

Reviewer: [signature]

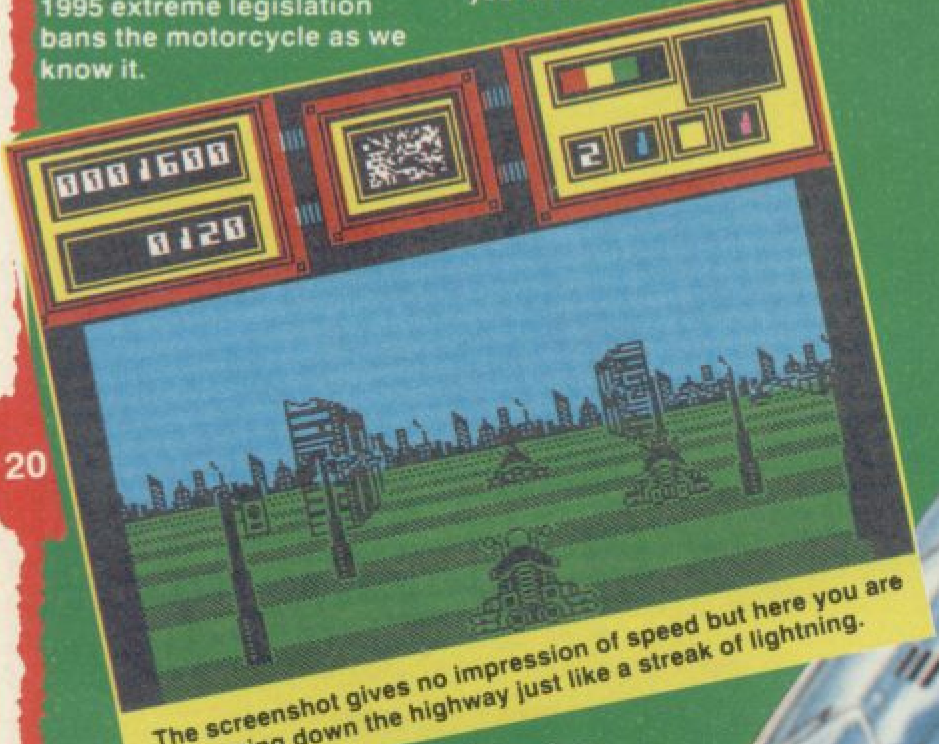
OVERALL **93**

10 20 30 40 50 60 70 80 90

GAMES REVIEW!

FUTURE BIKE SIMULATOR

There's no real substitute for the motorbike. Ask anyone who's had one and they'll tell you. The motorbike stands for freedom, Great Britain, bacon breakfasts and not having to stand behind 300 old age pensioners in the bus queue so imagine all the bikers' distress when in 1995 extreme legislation bans the motorcycle as we know it.



The screenshot gives no impression of speed but here you are screeming down the highway just like a streak of lightning.

No self respecting speed freak is going to stand for that and so Finnius M Houlder, who is rumoured to be the world's richest man (and known to be several jam butties short of a picnic) decides that no-one is going to take away his favourite pastime and sets his research labs to building a bike that would get around the law - legally.

So, the year is 1999 and the Future Bike is here. An anti gravity wheeless wonder capable of speeds in excess of 300 mph. Finnius may have an lift that doesn't go to the top floor but he's also bought large amounts of motorway. The result is the Strip. Here you must do battle against fellow riders. Your only ambition ride fast and die - of natural causes.

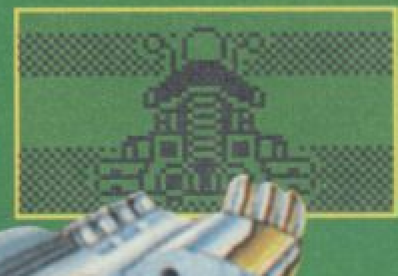
So step up into your dream machine and do battle on the strip. The screen displays all your information on energy, lives, score and how much money you've collect by shooting the enemy (which is anyone who's in front) and collecting the money sack that they bequeath to you.

The money is used to purchase items to further your cause and how much money you've collected determines how useful a gizmo you can buy. There are missiles, side arms and even Radar with some suprising add-ons at later levels all of which are bought in the shop which just appears at various stages in the game. Select the item(s) you want, press E to exit the shop and presto! You're back on the track blasting anything that moves.



Future Bike is fast. There is no speed control because you just go flat out and try to stay on the track avoiding collisions by steering left, right and using the occassional 'hop'. Oh yes, the bike of the future moves up and down too and there's no kickstart. There's one thing that will remain the same though. The sign of a happy biker will be dead flys sticking to his teeth.

JIM SEZ: 81%
"Fastest 3D action you can get at the price."





ARCADE REVIEW

FAX BOX

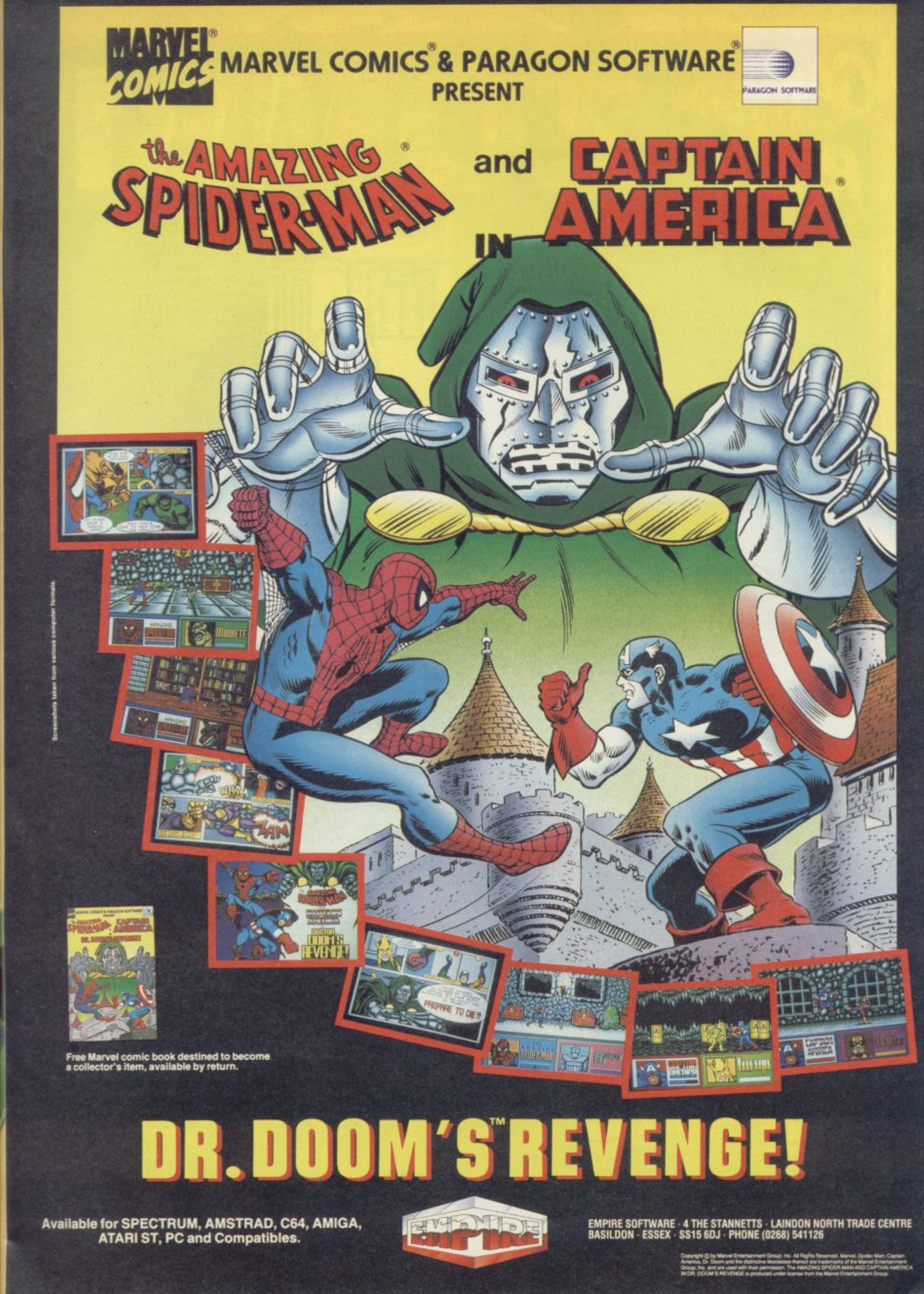
Label:HITEC Author:Dave Thompson Price:£ Joystick: Various Reviewer:Garth Sumpter

GRAPHICS	SOUND
81	74
83	81
PLAYABILITY	LAST ABILITY

Good graphics combined with amazing speed make this a fast, absorbing and compelling cut 'em up.
Reviewer:

OVERALL 82

10 20 30 40 50 60 70 80 90


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GAMES REVIEW!

ZOMBI

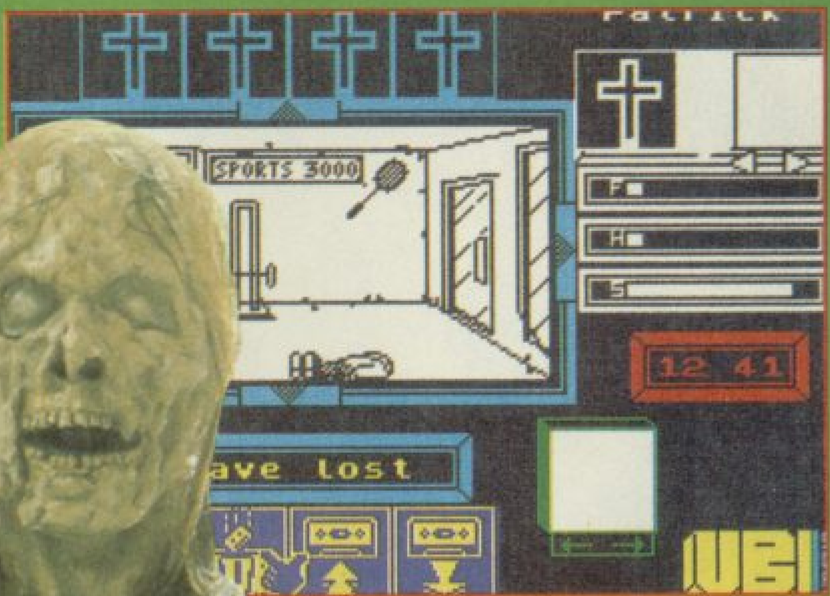
It's the late 20th century, and Earth has been over run by zombies. Okay, so they're not actually in Parliament but they're everywhere - in the streets, the parks, the shops; in fact, everywhere except where they should be - the cemeteries.

So it comes as little surprise to find that the few remaining pockets of human life are having something of a tough time, especially when you consider that zombies' favourite food is living brain tissue. So the only safe people are TV AM presenters.

However, a team of four mercenaries have escaped their hospital hideout by way of a handy helicopter and are making their way to an uninhabited tropical island when the fuel gauge drops to zero, forcing them to land on the roof of a nearby shopping centre. And this is where the game proper begins.

An icon-driven graphic adventure, Zombi is loosely based on an extremely gory horror film called Dawn Of The Dead. You control the four characters - Alexander, Sylvie, Yannick and Patrick - whose aim to find enough fuel to get the chopper up and running once more and escape to sunnier, uninfested climes. One or two little problems stand in your way, however; the first is the zombie threat. Those bastions of the dead fraternity have broken through the locked doors of the mall and are wandering aimlessly around trying to find an Asda that sells human brains, when they smell your cerebral fluids and come charging after you. As they can only be killed by destroying their heads, you're going to need either a gun or some other implement, as you'll not last long with fists alone. But the zombies aren't your only enemy. Another band of humans, the Hell's Angels, have spotted your helicopter and are making their way towards the mall, intent on pinching your wings - which will mean a violent death for your party.





Anyone who has seen the film Dawn Of The Dead will remember it more for the blood and guts which made it a classic splatter movie. Zombi, on the other hand, relies much more on suspense than gore, and this works to surprisingly good effect. The monochrome 3D graphics of the main playing area aren't fantastic, but they portray the surroundings well enough and more than serve their purpose. The icon control system is, at first, a little confusing, but after playing a few times it becomes practically second nature - especially the movement system (the relevant arrows are positioned around the outside view screen, and choosing an arrow sends you in the appropriate direction). There aren't an awful lot of locations to be found in Zombi, but you'll be so busy trying to find all the necessary escape items that there isn't time to worry about the lack of places to go.

Studying the wall-maps is recommended, as there are a couple of rooms which are almost impossible to just stumble across.

While being a faithful interpretation of the brilliant Dawn Of The Dead story (I should add that the game isn't actually a licensed product, hence the change of name), Zombi might not appeal to true arcade freaks because of its leanings toward the adventure side of gaming, but a zombie shootout section compensates for the otherwise non-existent arcade action.

Personally, I loved the game, and will be returning to it time and time again until I reach that elusive sun-drenched, island paradise!



ARCADE REVIEW

FAX BOX

Label: Ubi Soft Author: In-house Price: £8.95 Memory: 48K/128K Joystick: Various

A "dead" good interpretation of a classic horror movie - don't look behind you while you're playing!

GRAPHICS	SOUND
76	78
84	87
PLAYABILITY	LAST ABILITY

Reviewer: [signature]

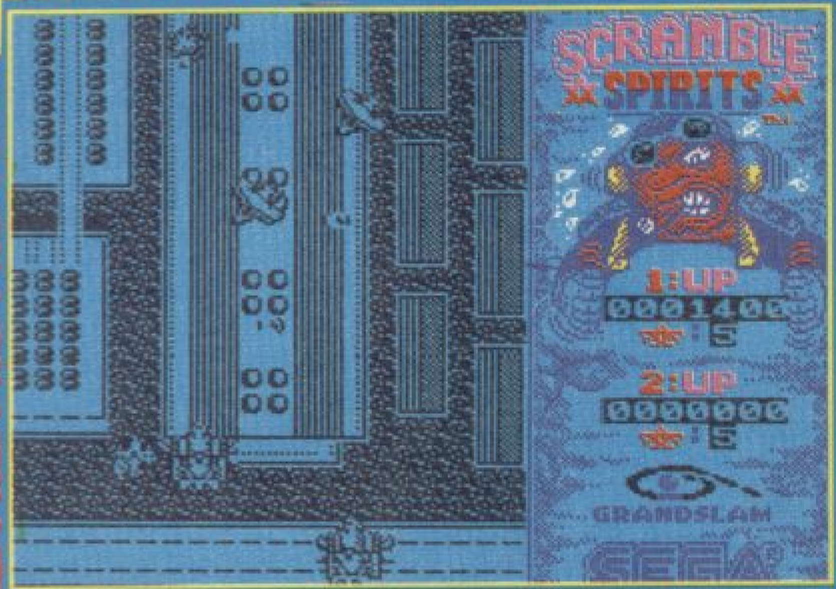
OVERALL 87


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GAMES REVIEW!

SCRAMBLE SPIRITS





There isn't much to say about Scramble Spirits that isn't obvious from the screen shots; it's a vertically-scrolling shoot-'em-up based on the Sega arcade game, it's as close as you could expect to the original, and it's not much fun. You wouldn't think so from the shots; but this is one of those games which look nice, but which turn out to be unplayable.

The small, detailed monochrome graphics might look good in a still, but once everything's flying around, and you're trying to keep track of your plane, your partner's plane (on the two-player game), all the enemy planes, missiles, bombs and bullets, the whole thing just gets frustrating.

Picking up the odd special weapon, such as a drone which can be fired like a guided missile, adds a little to the fun, but basically if you have 1942 or Flying Shark, you won't get much extra out of Scramble Spirits. Indigestion, maybe.

FAX BOX

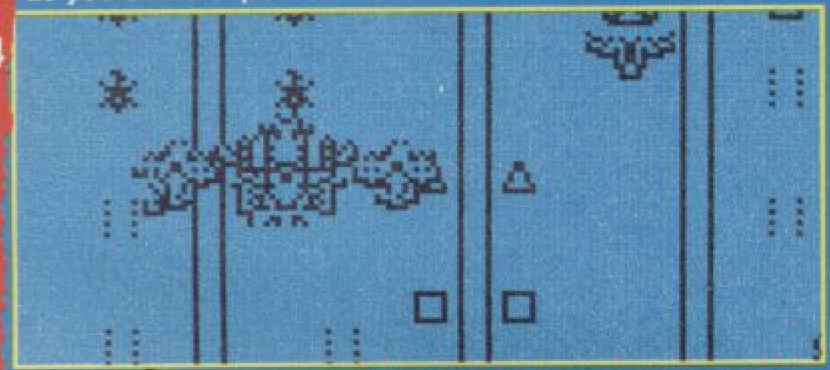
GRAPHICS	PLAYABILITY
82	47

Label: **Grandslam** Author: **Tecque** Price: **£ 9.99**
Memory: **48K/128K**
Joystick: **various**

Disappointing shoot-'em-up, looks nicer than it plays

Garth Sumpter

OVERALL: 58





SPACE RIDER JET PACK CO.

There is more than one way to skin a ferret. And if you've ever had to wait behind 200 old crumblies in a bus queue then you'll realise the need for an alternative type of transport. So, imagine the relief of those ashen faced commuters when Space Rider Jet Pack Co set up - there's only one person who's not too happy and that's you!

As chief test pilot you always get the chance to try out something new. This time you've been sent to the planet P23 to put the pack through its paces with a secondary objective, collecting rare and valuable minerals for use by the boffins back home.

So, where's the game then. Well, as you might have guessed, P23 is the subject of some galactic dispute and the natural under-ground structure of the planet is subject to an alien defense system.

The gameplay is simple enough with a jetpack moving you around the screen and a laser pistol with which to blast anything to bits. You get three lives and your current energy level is displayed by the floating bar chart at the bottom of the screen.

The screens themselves are both colourful and quite pretty with big striking graphics. It's just a pity that the flick screen movement is employed because if you accidentally flip back a screen al the nasty security droids are immediately replaced when you re-enter the screen.





BUDGET FAX BOX

GRAPHICS	PLAYABILITY
78	57

Label:**HiTec** Author:**Nigel Speight** Price:**£2.99**
Joystick: **Various**

A graphically sound game with infuriating use of flick screens

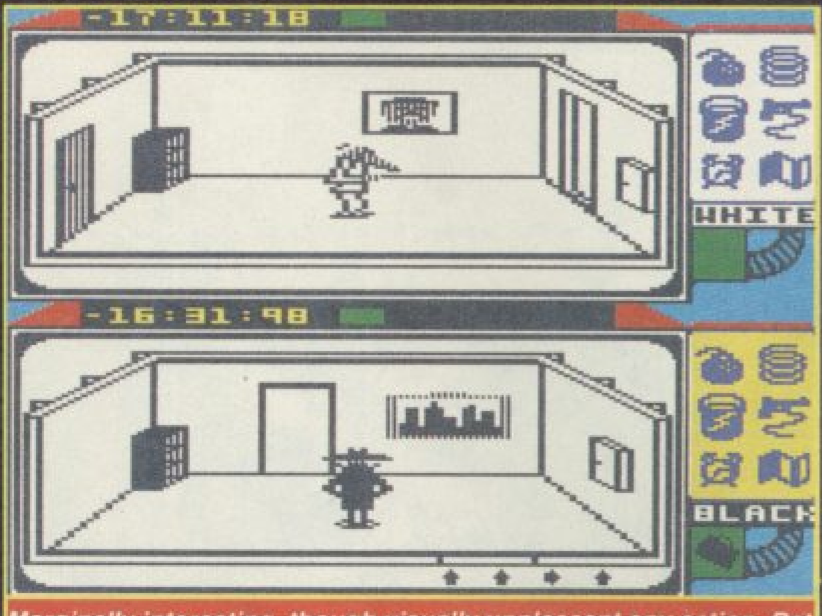
Garth Sumpter

OVERALL: 56


SPORTS, MOVIES, ARCADE...
IK+
PLATOON
The first casualty of war is innocence.
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GAMES REVIEW!

SPY VS SPY



Marginally interesting, though visually unpleasant spy action. Better than a poke in the eye with a sharp stick.

First released a few years ago as the official game of the MAD comic strip, *Spy vs Spy* returns on a new budget label Hi TEC who have simultaneously released the sequel, The Island Caper.

The game features the Black Spy and White Spy who insist on giving each other a sound duffing every time they meet. The fun begins when both agents are assigned to get some secret papers out of a foreign embassy. Along the way you must also get a passport, some travellers cheques and a briefcase in which to lug them all to the aeroplane stationed outside.

The action takes place in 3D on a split screen arrangement, you on top (oo-er) as White, with the Black spy (a friend or the computer) below. At the right is the trapulator, a handy gadget which lets you set one of a range of traps with which to nobble your adversary. From a bucket of water on the door to a fully blown bomb yet all can be neutralised with umbrellas or buckets of water etc.

The graphics are decidedly wonky. They seem to have been made of 4 pixel blocks and the control can be unresponsive and it is frustrating



to eventually set a trap correctly only to see Black come through the other bloomin' door. There is also a complete absence of sound, although it says that key U toggles sound on/off! But with a little perseverance, there's a fairly good game lurking beneath the shoddy graphics.

BUDGET FAX BOX

GRAPHICS	PLAYABILITY
45	69

Label: Hi TEC Author: Mike Riedel Price: £2.99 Memory: 48K/128K Joystick: Sinclair/Cursor

A fun-for-a-while little game, slightly marred by the aged graphics.

OVERALL: 67

SPY VS SPY 2



The dire sequel. Much less appealing than a poke in the eye with the same stick.

Released with the original on the Hi TEC label, this game continues the adventures of the Black and White MAD agents. As in SVS, The Island Caper is a 3D split screen affair, over a six-screen Island. The trapulator now caters for coconut bombs, pits and the like. Other hazards include quicksand, from which you can escape by spinning round (?) and sharks, which adore Spy Sushi.

If the graphics were dodgy in SVS, they're downright atrocious in the sequel. The spies are less blocky than before, but the scenery is a mess of colour clash. I thought that the tape had corrupted when I loaded it, and the situation isn't made any better by the dire scrolling, which somehow crawls and jerks simultaneously.

The game is impossible to play. The confusing graphics and slowness make for a pitiful piece of software.

BUDGET FAX BOX

GRAPHICS	PLAYABILITY
30	37

Label: Hi TEC Author: Mike Riedel Price: £2.99 Memory: 48K/128K Joystick: Various.

Probably the naffest sequel on the market. Avoid.

OVERALL: 30



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SU CHARTS



FULL PRICE CHARTS COMMENT

Well, blow me down, this isn't a particularly exciting Chart is it, mateys? Hardly anything going on this month is there? All the same old stuff, Chase, Batman, Robocop, it's just all jiggled about. The only new chappies on the scene are System 3's Myth and Four Soccer Sims from the Codies. As for Moonwalker, are you lot sure???



BUDGET 10

1	(8)	FANTASY WORLD DIZZY The ultimate egg game, Dizz at his best	C.MASTERS	£2.99
2	(1)	PAPERBOY Having delivered to no.1 it's back to the shop	ENCORE	£2.99
3	(RE)	TREASURE ISLAND DIZZY Oh go away Dizzy	C.MASTERS	£2.99
4	(2)	GHOSTS AND GOBLINS Surely suffering through Ghouls and Ghosts	ENCORE	£2.99
5	(5)	SHORT CIRCUIT Beautiful Stephanie and all that	HIT SQUAD	£2.99
6	(3)	RENEGADE Gone all droopy after doing so great	HIT SQUAD	£2.99
7	(NEW)	BUGGY BOY Colourful knockabout 'fun'	ENCORE	£2.99
8	(NEW)	GHOSTBUSTERS Rising from the dead	M.TRONIC	£1.99
9	(4)	CRAZY CARS A major U-turn for this one	HIT SQUAD	£2.99
10	(6)	RAMPAGE Smashing buildings ain't so much fun	HIT SQUAD	£2.99



BUDGET CHARTS

Bloody Dizzy! You just can't keep old egg-head down, can you? We hate him, but it certainly seems that you lot disagree with us as he's at No.1 and No.3 this month. Apart from him there's a couple of newies in the shape of Buggy Boy and Ghostbusters. Our future tip for the top are Predator and Space Harrier which are currently skulking around just outside the chart, so look out for them.

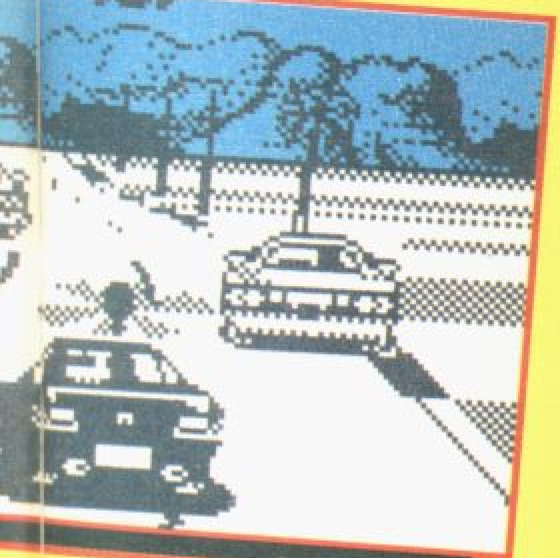
SINCLAIR user

FULL PRICE 20

COMPILED FOR SINCLAIR USER BY GALLUP

Pos	Title	Publisher	Price
1 (1)	CHASE H.Q. — Not ready to shift down a gear yet	OCEAN	£ 9.99
2 (2)	BATMAN - THE MOVIE — Down, but certainly not out	OCEAN	£ 9.99
3 (4)	GHOSTBUSTERS 2 — Not destined for the top slot	ACTIVISION	£ 9.99
4 (6)	TURBO OUTRUN — Good conv, better than the last one	US GOLD	£ 9.99
5 (17)	GAZZA'S SUPER SOCCER — Hurtling up the chart, like a speedy striker	EMPIRE	£ 9.99
6 (5)	ROBOCOP — Can't be bothered to say anything about this	OCEAN	£ 8.95
7 (3)	OPERATION THUNDERBOLT — Had a good start, but withering away a bit now	OCEAN	£ 9.99
8 (7)	UNTOUCHABLES — Nab Al Capone and duff him over game	OCEAN	£ 9.99
9 (8)	HARD DRIVIN' — Drive up and down the road and be a bit hard	DOMARK	£ 9.99
10 (10)	DOUBLE DRAGON 2 — Sitting still and doing nothing this month	VIRGIN	£ 9.99
11 (12)	GHOULS AND GHOSTS — Great USG game, and really big	US GOLD	£ 9.99
12 (14)	POWER DRIFT — Ultimate driving game	ACTIVISION	£ 9.99
13 (9)	100% DYNAMITE — Whizzo compilation from Ocean	OCEAN	£ 9.99
14 (NEW)	MYTH — Gothicy adventure Indy-style game	SYSTEM 3	£ 9.99
15 (NEW)	MOONWALKER — Yeeeeow, heres Mikey	US GOLD	£ 9.99
16 (NEW)	SPECIAL ACTION — Some Ocean action, which is pretty er, special!	OCEAN	£12.99
17 (RE)	EMLYN HUGHES SOCCER — Eeeeeeeeeeeeeeee, oh shut up Emlyn you gonk	AUDIOGENIC	£ 9.99
18 (NEW)	FOUR SOCCER SIMULATORS — The Codies hit the full price chart, good grief	C.MASTERS	£ 8.99
19 (NEW)	FOOTBALLER OF THE YEAR 2 — Haven't you had enough football?	GREMLIN	£ 9.99
20 (20)	ALTERED BEAST — Hanging on for dear life, this one	ACTIVISION	£ 9.99







ARCADE

1	CHASE H.Q.	OCEAN
2	BATMAN THE MOVIE	OCEAN
3	GHOSTBUSTERS 2	ACTIVISION
4	TURBO OUTRUN	US GOLD
5	ROBOCOP	OCEAN

SIMULATION

1	GAZZA'S SUPER SOCCER	EMPIRE
2	HARD DRIVIN	DO MARK
3	EMLYN HUGHES	AUDIOGENIC
4	FOUR SOCCER SIMULA TORS	CODEMASTERS
5	FOOTBALLER OF YEAR 2	GREMLIN

fall and go left. Collect from vase and shoot icon and collect. Left again to the edge of the gap. Jump left, get box, go left and collect icon and return right to arches.

ARCH Three

Get box and JUMP right. Stand behind pillar and jump right. Get vase, jump right. Collect box and stand between the two pillars with the anch symbol and select the anch icon to get extra lives. Jump left and keep jumping left to icon. Collect it and go left but don't move from the place where you enter the screen. Now, JUMP to left, take ONE step, JUMP left again. Collect and go right to arches. Crouch under arch and select eye icon before standing on floating eye. Select statue like icon to shoot mummies and go right until you're standing between the pillars and jump right once then take one step forward. Repeat until you're on the teleport pad and select the hourglass like icon and things should begin to flash. They are? Great, so go right select the statue icon and get to the highest platform to shoot the statue. Collect the teleport icon and go right. Collect the next teleport icon and crouch under arch. Go left and select the teleport icon and stand on pad.

LEVEL 5 - EGYPT

The final level involves an arcade style shoot out with Damelcus. Fire at whichever part of his face is firing at you and the face will be destroyed bit by bit. That accomplished a message comes up saying "Well done. Your task...." but you can all read that for yourselves now can't you!



This month's Solutions were brought to you by Garth 'Old Hacker' Sumpter on nervous energy, Oz 'the Wizard' Browne on scapel and waxing machine, and Jim 'Headline' Douglas on the whip. None of them could've done a thing however without ace hackersGary Gomm of Kent and Kristofer Stevens of Merseyside for the Myth solutions and the wonderful System Three for the original maps.

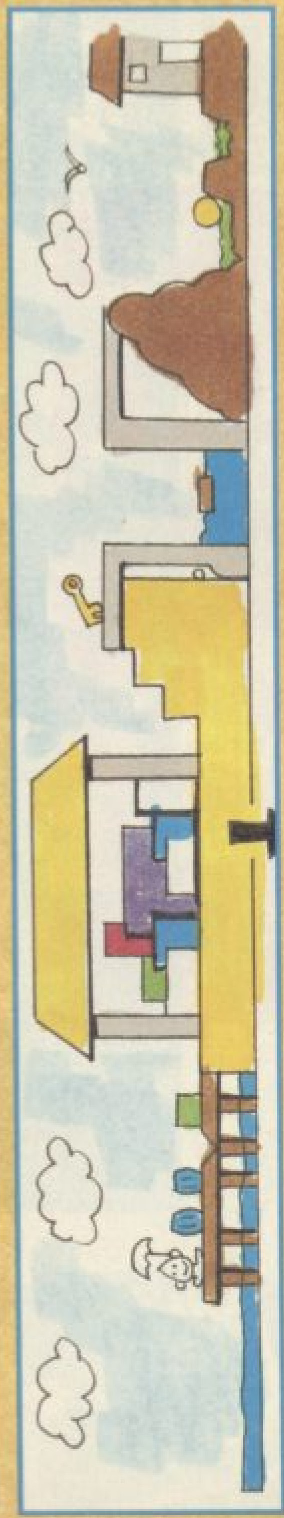
The Dizzy solution comes to courtesy of Steven Murray (who needs to give me, Garth, a Paul buzz) and Paul Bartsch of Stirling in Scotland. All of these Master Hackers will be receiving Squad membership and a sackful of goodies for their superb efforts. Well done squad and keep up the good work! Hope to see your names in Solutions next time!

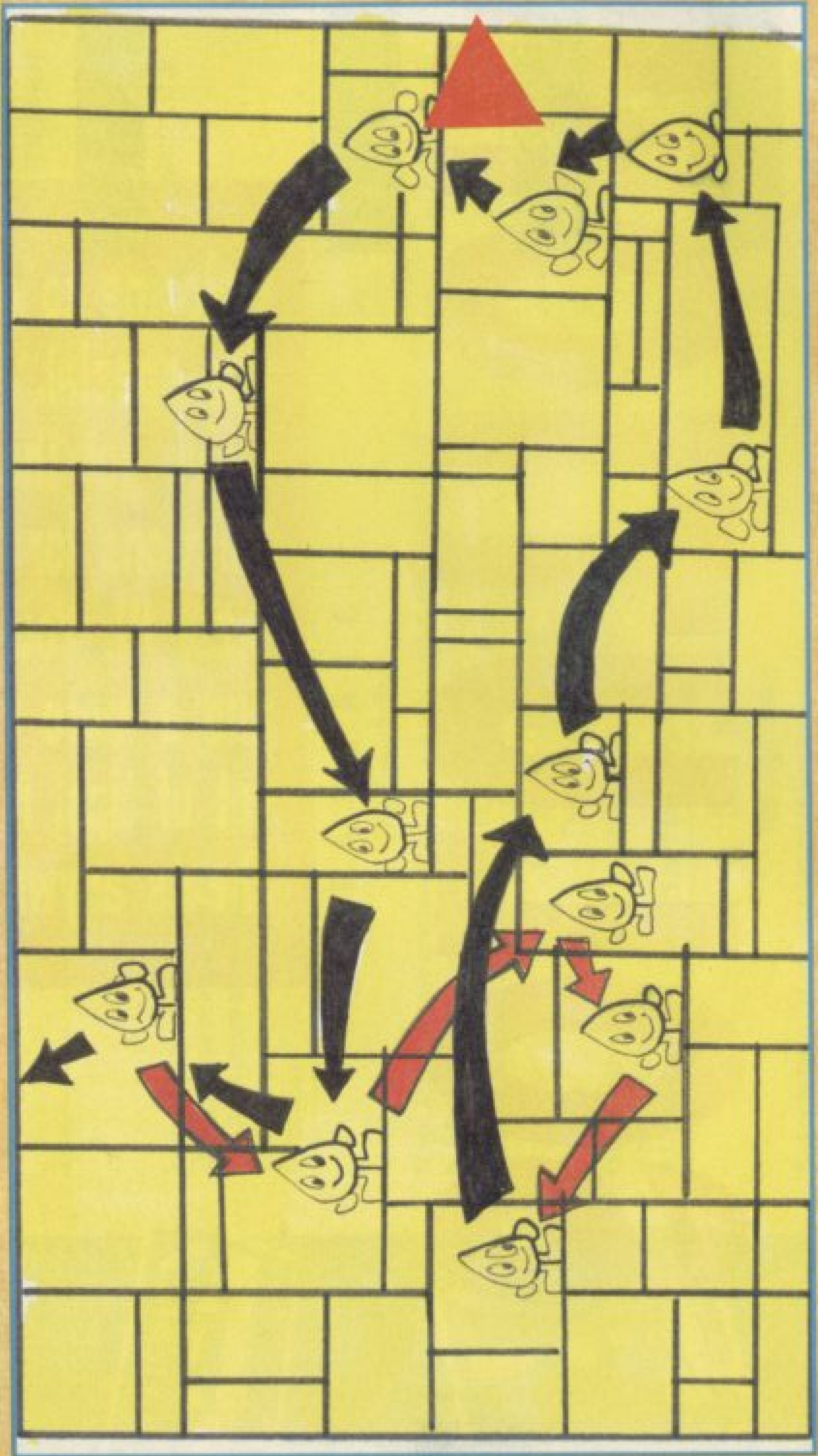
SOLUTIONS

Welcome to our amazing tips special. This time we've got the COMPLETE solutions for Myth and Dizzy III. You won't find a more thorough set of tips, maps and cheats anywhere.

DIZZY III







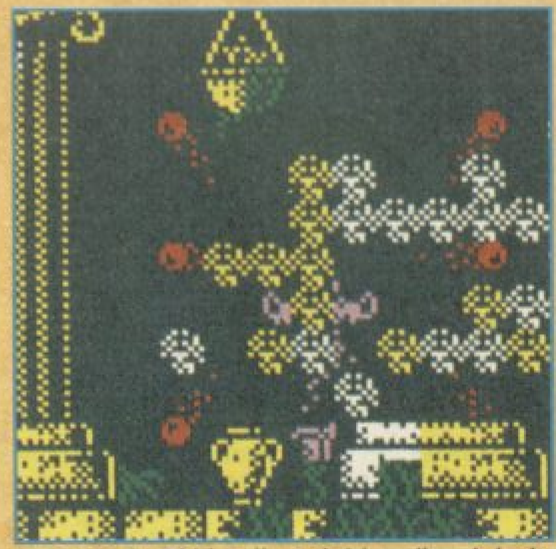
LEVEL 2 - GREEK

Stand next to the statue on the right and hack it to obtain an icon. Go right to Achilles and hack his heel to collect the sack and the energy icons. Go to Nymph. Only go forward when she beckons to you and stop when she is still. Get close enough and kneel before her to release a dove. Jump and catch it for an extra life. Continue right to the edge of Medusa's cavern and crouch down to find the secret door. Work your way towards her using your shield to reflect her stare and lop her head off. Select the bag icon to collect her head. Get the teleport icon and exit left. Continue right now avoiding dropping acid. Go to the Hydra and use Medusa's head to blow it to bits and collect teleport icon. The Master icon is now in Medusa's cavern. Return there and collect it before going to the teleport pad and going to the next level.

LEVEL 3 - NORSE

Fight the chappie until he gives you a fireball icon. Get teleport icon and you are transported to land. Go left and fight through the trolls shooting each one 5 times to kill it and collecting the daggers they drop and getting the first sphere. Continue right to Brumhilda the witch who is surrounded by fire. Use the scroll that is found in one of the vases to make it rain, and go to her. Take the key and continue right to the next sphere. Further right and Nidhog the dragon blocks your way. Use the dag-





gers and sort him, then right up the stairs to next sphere. Enter Odin's castle using the key on the drawbridge. Old Odin himself is there. Select the lightening icon (you should have collected all of them from vases/chests on the way) and fry the horny old sod.

Go back the way you came and pick up the master icon and you'll be transported to Egypt.

LEVEL 4 - EGYPT

If you're on this level and you're short of lives use archway two to get to the eye of life.

ARCH One

Okay, and away we go. Move right and select gun. Shoot the base of the pyramid twice and go right, drop down gap. Crouch under the first arch. Run to first box. Go right and stand behind pillar and jump right. Right to collect from two items. Left to stand behind statue and jump left twice then go left and collect teleport icon then return left to arches and crouch.

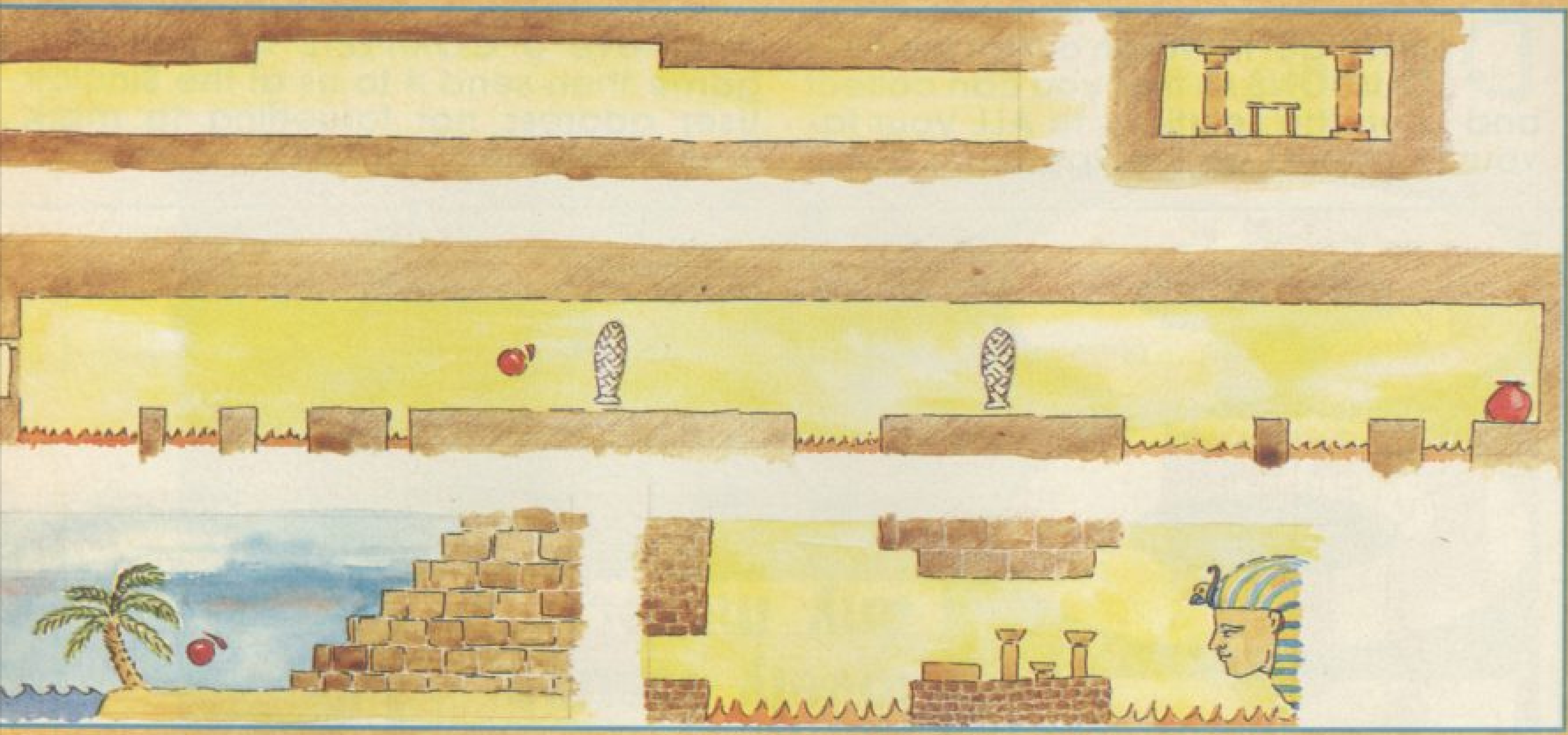
ARCH Four

Crouch under arch. Jump to right and wait until the pillars come down. Run right (don't stop!) as far as possible to edge of pit. Turn and shoot teleport icon. Go right and ignore box. Collect icon and return left (leave box). Wait for pillars to drop and cont left to arches and crouch.

ARCH Two

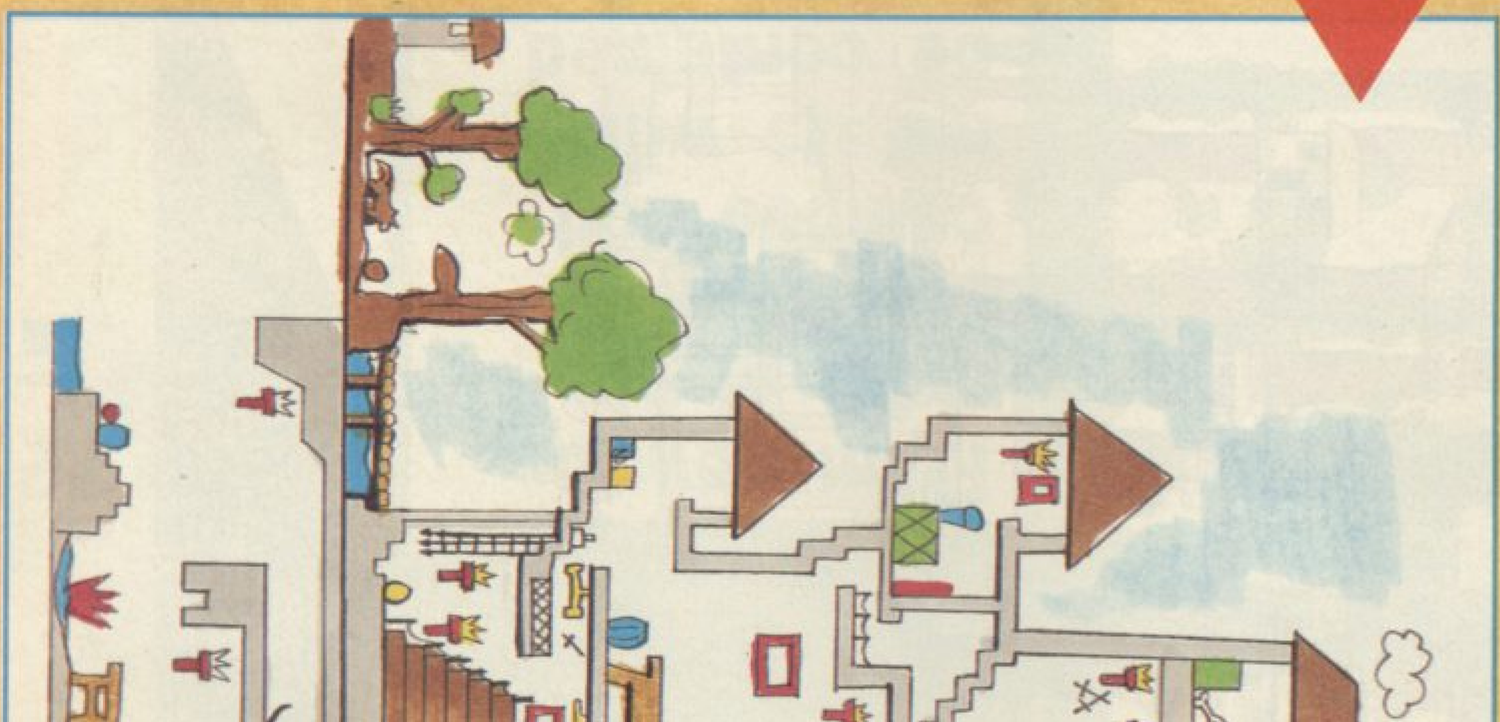
Run left to box and open. Wait for pillar to

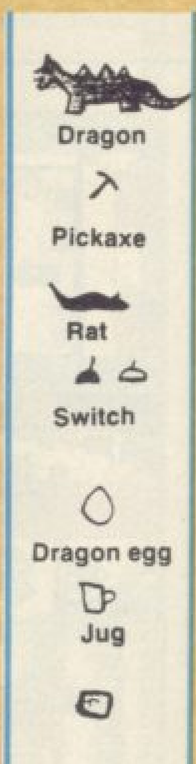
SOLUTION



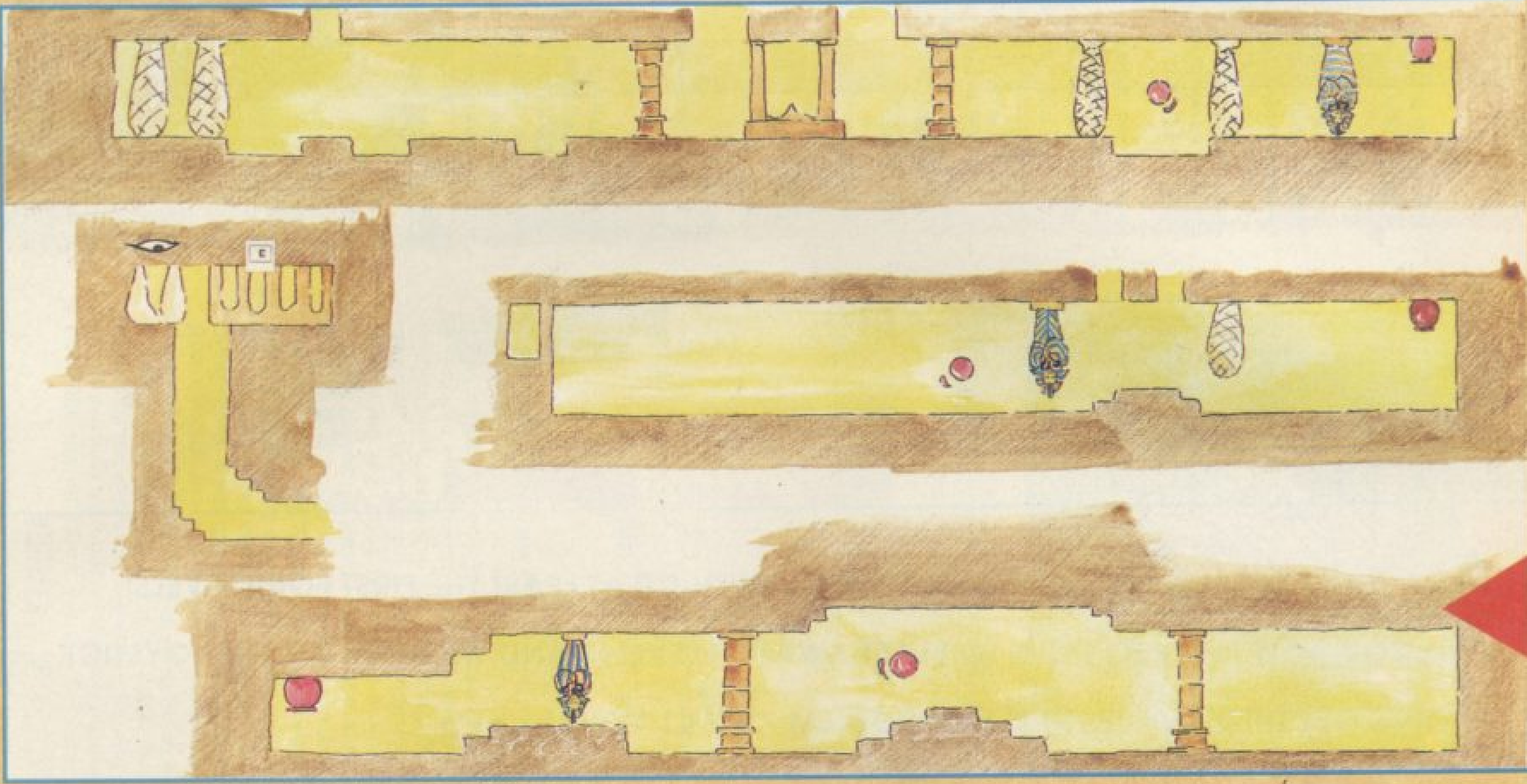
AND THERE YOU HAVE IT - THE SOLUTION TO MYTH OR AT LEAST THE FIRST FOUR LEVELS.

ALL YOU NOW HAVE TO DO IS TO BLAST AWAY IN LEVEL 5 AND WE THINK ALL THE JOYSTICK JUNKIES OUT THERE WILL FIND IT NO PROBLEM . **W**ILL YOU?





Don't forget to watch out for the next SOLUTIONS so that you can collect and keep the solutions to ALL your favourite games on the Spectrum and if you have a COMPLETE solution to a game then send it to us at the Sinclair User address not forgetting to mark your envelope SOLUTIONS.





CONNECT!

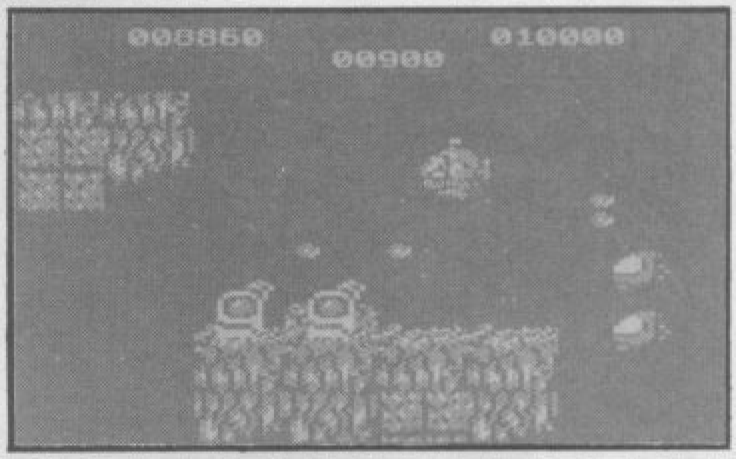
From now on, most of our coupons, compos and letters will be contained in this pull-out section. So you don't need to cut up your lovely issues any more!

SMASH OFFER SMASH OFFER SMASH OFFER

£2.00 OFF £2.00 OFF
MR. HELI

Price to SU readers £7.99 (cassette) £12.99 (disk). Send a cheque/postal order (with your name and address) to: MR. HELI Smash Offer, Microprose, 2 Market Place, Tetbury, Gloucester GL8 8DA. Offer closes 31 April 1990.

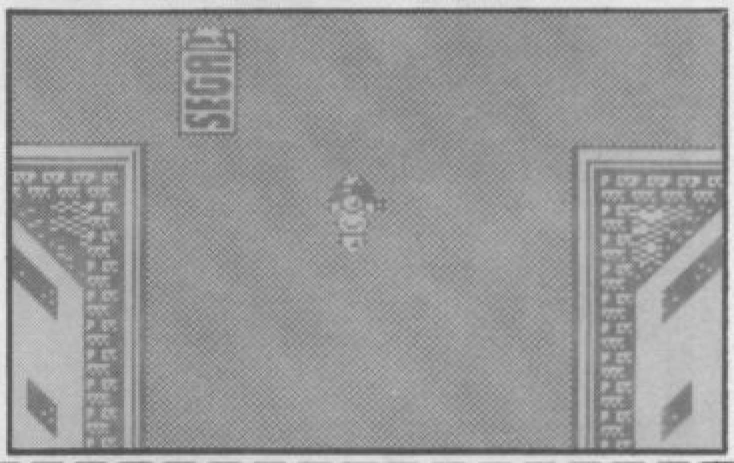
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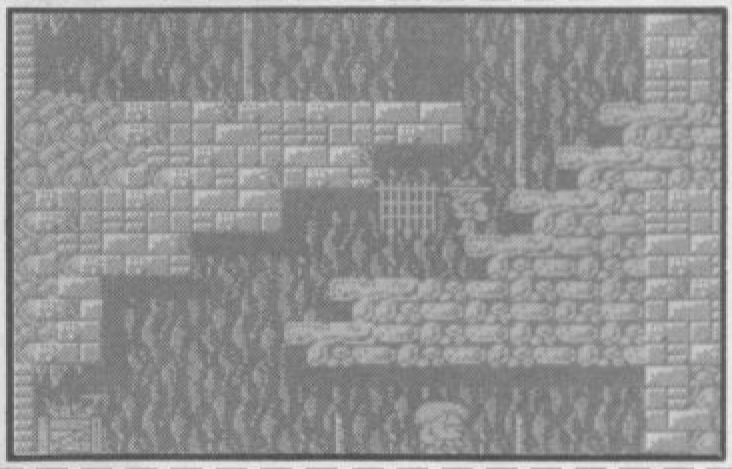
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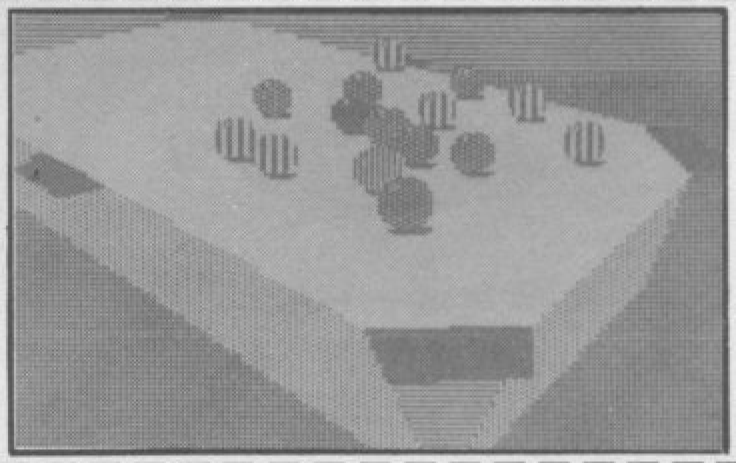
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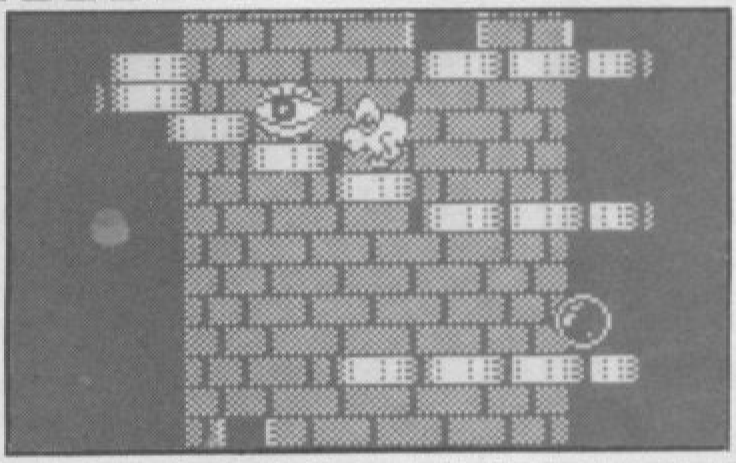


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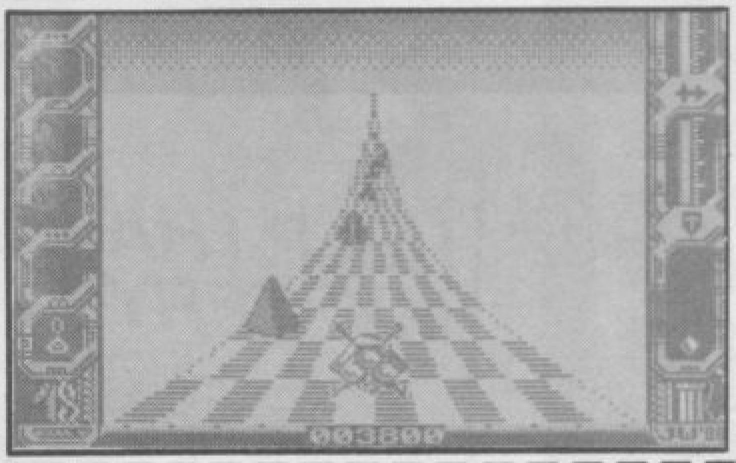
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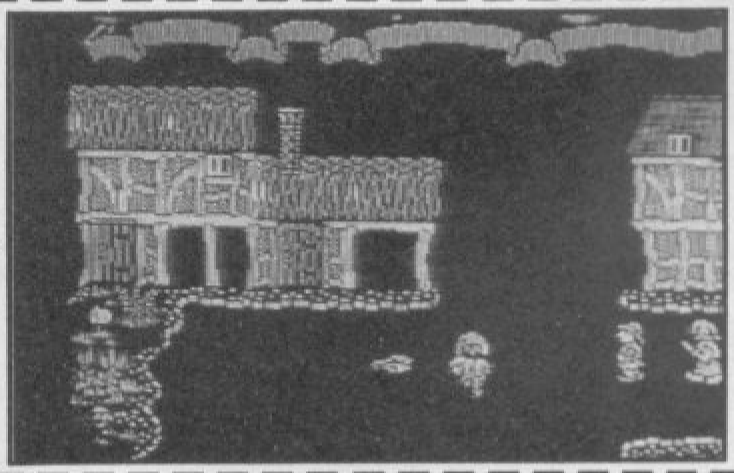
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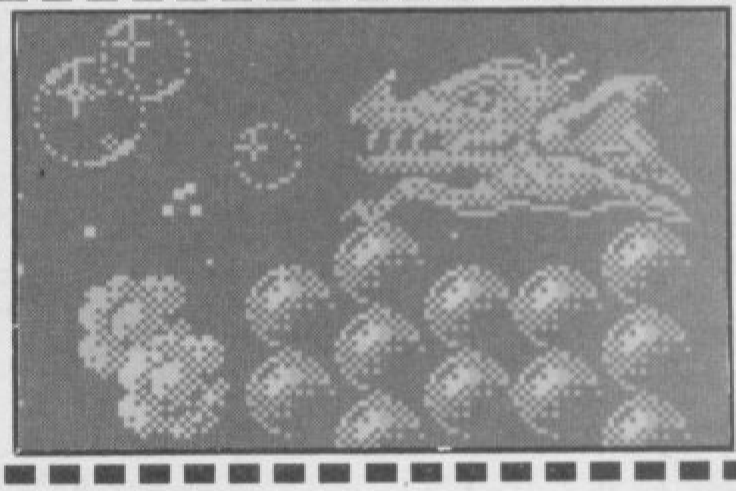
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TELL IT TO JIM

BUENA DAIS SU

Dear Wayne (sorry, no more Wayne), Yeah, you're the best. Out with Kami, in with Wayne. What's up with your romance with Ali? I think you'd better pick up a Spanish girl.
Well, I've read in your astounding mag about the opening of the new PC SHOW - now called EUROPEAN COMPUTER ENTERTAINMENT SHOW on 13th-16th September at Earls Court, is that true? I hope it'll be, 'cos I wanna go there and see you dancin' with all the staff of SU.,
Giving my regards to Ali and the other stupists

Antonio 'call me Tony dollar' Pelaez Barcelo Madrid, Spain

P.S. Where is Tony Dillon? When is Ali going to come to Spain? I send you a photo of mine. Ali don't get in love with me, Wayne is the best.

- *OH YES! THE SHOW IS A GOOD GO-AHEAD - YES! THIS IS TRUE AND AMAZING. FULL OF GOOD EXCITEMENT EVENTS AND COMPETITION. COME ALONG AND SEE YOU THERE! BYE!*

HELP, I HAVE A MYSTERY

Dear Jim, I bought a game about 8 months ago. I have put in many hours playing it and have hit a dead end. The software house have either moved or stopped trading and I wonder if any SU readers could help me. The game is Castle Blackstar by CDS Micro Systems formerly of Silver House, Silver Street, Doncaster. Any info on the company or the game would be a great help. Write to:

H Polson 92 Central Ave Grangemouth Stirlingshire FK3 8TA

- *CDS CAN BE CONTACTED AT: CDS HOUSE, BECKETT ROAD, DONCASTER, SOUTH YORKSHIRE, DN2 4AD. GLAD TO OBLIGE.*

A QUESTION, IF YOU PLEASE

Dear SU, Is there any chance of Teenage Mutant Ninja Turtles on the Nintendo system being made for the Spectrum because it's cool.
If not, why not? Maybe you lot could ask the software houses to think about it. Your mag's great.

Simon Curwood Wilford, Notts

- *TEENAGE MUTANT NINJA TURTLES WILL BE OUT NEXT THURSDAY FOR £2.99 ON THE HIT TEAM PLUS LABEL*

LORDIE, WHAT ABOUT ME LIGHT-GUN

Dear Jim, Please, please, please tell me if you can use a Lightgun on Operation Thunderbolt, or can you only use it on a certain amount of games.
I currently have a Speccy 48K so I want your honest opinion on whether I should get a Commodore 64 or a Speccy 128K +2?

Neil Higgs, Oadby, Leics

P.S. Sorry for mentioning a Commodore in your ace, cool, wicked and trendy mag).

- *AH, WELL, YOU SEE...YOU CAN USE A LIGHTGUN WITH OPERATION WOLF, SORT OF. YOU SEE, THE NEW SPECTRUM +2 PACKAGED WITH A LIGHT GUN INCLUDES A BUNDLE OF SOFTWARE, INCLUDING OPERATION WOLF. I'D CERTAINLY GO FOR A +2 OVER A C64, EVEN THOUGH THE LIGHT GUN IS PRETTY CRAP.*

ANYMORE FOR ANYMORE?

Dear SU, I've got a Spectrum +2A with a light-gun and I have played all the six games that come with the light-gun and I want to know if you can buy any more games for the light-gun?

Mark Smith West Yorkshire

- *ANY SOFTWARE PUBLISHERS OUT THERE WITH LIGHTGUN GAMES?*



WHAT'S A BACK ISSUE, JIM?

If you don't print this letter I will give you severe brain damage. Oops, I forgot, you haven't got any brains. Could you start back issues, so people (and me) can get Megatapes that we've missed. I have also got a poem. It goes like this.

SU is brill SU is cool SU makes every other mag drool
SU is super SU is brill (you said that already - J.D.) SU gives the other mags a great big thrill
SU is sponditious SU is fab SU is better than an old age crab

Paul Syme Thetford, Norfolk

• *BRILLIANT! WHAT A SMASHING RHYME. I SUPPOSE I SHOULD TELL YOU ABOUT THE WAY BACK ISSUES WORK, BUT UNFORTUNATELY YOUR FIRST LINE MILDLY IRRITATED ME, SO I SHAN'T.*

AM I BEING NAUGHTY?

Dear Jim, I am writing to ask you for a bit of information. a) May I have permission to copy the pokes and maps and all the little cheaty things like that?
b) Is it illegal to copy other people's pokes (that aren't under copyright) without permission, to make money for yourself?
I am interested in this subject because I have been collecting pokes and stuff for some time, and I am hoping to set up my own pokes, maps and tips club or something like that.
If it is not possible for me to do either of these things could you suggest a way of making money using my Spectrum +3. I have a multiface 3 and lots of latest games.

Alex Marland Costock, Bolton

• *ARE YOU BEING NAUGHTY? SOUNDS LIKE A LETTER IN THE SUNDAY SPORT. TO ANSWER YOUR QUESTIONS; YES YOU CAN COPY POKES AND CHEATS OUT OF SINCLAIR USER, BUT YOU CAN'T RE-SELL THEM TO OTHER PEOPLE 'COS THEY'RE OURS. POKES ARE AN ALTOGETHER MORE STICKY MATTER. IF YOU START REPRODUCING OTHER PEOPLE'S SOFTWARE AND SELLING THEM, THEN YOU MAY WELL HAVE PROBLEMS. IT'S THE SAME SITUATION AS COPYING SOMEONE'S RECORD, FILM OR GAME. IT'S NOT REALLY ON.*

TIME FOR A POEM, I THINK

Dear Jim, I hope you like this poem I have written for you.
SU's really sound SU costs just more than a pound Megatapes, compos, game reviews And all the latest computer news
SU is the best SU has a little jest Dirty tricks, pokes and previews All to help you pick the games you choose
All other Sinclair mags have much less Which makes SU the best in the business!

Mark Renshaw Prescot, Merseyside

• *OH LORD. FROM NOW ON WE'LL ONLY PRINT THE WORST POEM WE RECEIVE EACH MONTH. AND WE'LL AWARD THE CURRENT NO.1 GAME FOR IT TOO.*

WHERE IS LIVERPOOL?

Dear Jim, I recently bought The Running Man (which I completed). When I loaded it I noticed in the list of games there was 'Liverpoo!, The Computer Game'. Where can I but it? I've been all round the nearest computer shops but they haven't heard of it.
If someone reading this has got it and would like to swap it I have 'Leader Par 3' (Leaderboard, Tournament Leaderboard and World Class Leaderboard), Total Eclipse and Treasure Island Dizzy for it.

Darren Knight Dewsbury, Yorkshire

P.S. If Paul Mackay still wants Skool Daze then I'll swap it for a budget soccer game. Write to 3 Lower Bower Lane, Dewsbury Moor, Dewsbury, West Yorkshire WF13 4PX.

• *WHERE'S LIVERPOOL? INDEED. FIRST ADVERTS COULD BE SEEN ABOUT FIVE MONTHS AGO. APPARENTLY OCEAN HAVE GOT THE "OFFICIAL" LIVERPOOL GAME OUT LATE MARCH. NOT WISHING TO, ER, CONFUSE THE PUBLIC, GRANDSLAM ARE HOLDING ONTO THEIRS FOR A WHILE. NO HINT OF PROGRAMMING PROBLEMS. IF YOU WANT TO SHIFT/SWAP OR BUY ANYTHING SPECCY, TURN TO PAGE 41.*

SHOW-OFFS CORNER

Dear SU Pollard (now, you're a funny lad aren't you? - JD) Just a note to brag furiously that I've completed Myth - no pokes, cheats, nuffink (I didn't even use your maps).
The final level (Duel with Dameron) has you flying through space in a stupid pose with your hair streaming, then a message comes up warning you about Dameron. Then Dameron appears (big flashy blob with a head, takes up half of the screen) and you have to blow him up bit by bit (4 bits). He's easy actually - the end message says, "Well done your task is completed. History is restored and Dameron is banished".
And that's it. I had a score of 77077, if I remember rightly (And they spelt 'prepare' as 'prapare', tut tut).

Leigh Loveday Port Talbot, W. Glam

SELL THROUGH JIM

Every month on this page, you can find all the answers to your Spectrum buying/selling problems. If you want to buy some classic games, get yourself a new joystick interface or even a replacement keyboard, this is the place to come. Take a look at what we've got on offer this month and see if anything appeals! Don't forget; if you want to shift any of YOUR unwanted games/peripherals in order to get the necessary readies for your next big games binge, this is the place! All games advertised in these pages must be sold in their original maunfacturers packaging or the adverts will not be accepted.

FOR SALE : SPECCY +2A

Sinclair Spectrum +2A plus light-gun. 100% perfect condition. One month old, 12 months guarantee. Includes the following games - Chase HQ, Robocop, Untouchables, Operation Thunderbolt, Myth, Indy, Carrier Command and many more.
Also includes joystick, interface and more. Whole package worth £320, will sell for around £140. First to see and try will buy. Write to:
Mr. G. Pietroni 3 Greenhill High Rd Buckhurst Hill Essex IG9 5RW

WANTED : CHEAP VU-3D OR LASER BASIC

If anyone out there has either of these utilities to sell for less than a fiver or give away (some luck) write to:
Johnny Chevreux, 27 Willoughby Way, Winklebury, Basingstoke, Hants RG23 8AY.

FOR SALE : LOADS OF GEAR

I need to sell a Multiface +3 with Lifeguard (infinite lives finder), Tasword +3 (word processor), loadsa software including Chase HQ, Ghouls n' Ghosts, +3 power pack and manual, joysticks (Quickshot and Cheetah). All of these are open to offers, first come first served, no ridiculous offers. Or send me a S.A.E. for a list of items and prices. Write to:
David Foskett 155 Turnpike Drive, Luton, Beds LU3 3RB

FOR SALE : JOYSTICK

I need to flog a joystick because it isn't compatible with my +2. It's a Power Play, green crystal thingy with autofire and microswitches, so it makes a lovely clicky noise when you move (bet that'll get the buyers pouring in). Worth £15, brand new, unused, with packaging etc. £10 ono.
Write to:
Leigh Loveday 17 Lake Road port Talbnot W. Glamorgan SA12 6AL

FOR SALE : CARRIER COMMAND (+3 DISK)

For Xmas I asked my auntie for CC on tape. On Xmas day I found to my horror I found CC on +3 disk. Unfortunately, the company wouldn't refund it so I'm stuck with it. If anyone wants CC it costs £10. Write to:
Eddie Mills, 33 Laburnum Way, Littleborough, Lancs OL15 8RL

P.S. I have some information for the reader who wanted Chuckie Egg. Look on page 90 in the Feb issue of SU and you will see CE on mail order.

FOR SALE : WAR/STRATEGY GAMES

I have 10 original War/Strategy games, complete with boxes and instructions, for sale at very reasonable prices or would swap for any similar game.
I guarantee to answer every letter from the UK or EEC but those who send an S.A.E. or postage fee will be first in line.
Peter Fuller, 50 Isis Street, Earlsfield, London SW18 3QN

WANTED: ZX INTERFACE 1

I got a ZX Spectrum for Christmas but my ZX Interface 1 got damaged and I bought your magazine which I enjoyed and I would like to know if anyone has a ZX Interface 1 for sale. I would also like to buy a ZX printer.
Crios McGeehan, 61 Academy Road, Derry City, N. Ireland

SHIFT IT!

If you want to shift anything Speccy, this is the place to do it. All you have to do is fill in the form here and include a cheque/postal order for £5.00 made payable to Sinclair User.

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We reserve the right to refuse any adverts.



I'VE GOT THIS PROBLEM

AM I GOING DEAF?

Dear Dr Rupe, I recently bought a Spectrum +2, but like many other owners I have problems with the sound. I can tune either a good picture or clear sound, but not both at the same time. Can I solve the problem by buying a monitor? Would I need special cables?

Peter Van Den Bergh Beggenhout, Belgium

•Buying a monitor is one cure, but all most as expensive as private health care. The cheapest option is to take your Speccy back to the shop and get a replacement, which they should give you without a murmur. The next cheapest is to get a small audio amplifier and lead to plug into the Audio port - if you take your games seriously, the wonderful improvement in sound quality is worth it in any case.

•The most expensive fix is getting a monitor - if you want to do this, check that it's RGBI, has an audio amplifier and speaker (most don't) and that it's compatible with European TV. A good one is the Commodore 1084, which I use, since you can also use it to watch videos on through the Video In socket.

•Also, are you taking enough exercise?

I'M FED UP WITH ME RUDDY DISKS

Dear Doc, I've got a +3, and I'm fed up with only having 173K per side on the disks. I found in the manual that the XDPB could be changed to patch for other disk formats. Does this mean that if I changed the XDPB I could format my disks to say 1Mb? Or could I buy a cheap PC hard disk and connect it to the Drive B socket?

Steven Chalker Westbury, Wilts

•Cor, what a good question. The XDPB - eXtended Disk Parameter Block - holds all the information the +3 needs to know in order to read and write to a disk; number of sides, number of tracks, and other magical data. You can change this to match a different sort of disk drive, but you can't do much unless you add new hardware. Perhaps you'll be able to add an extra track, which will get you a few extra K, but not much more.

•The chips in the +3 can cope with IBM-standard floppy disks, 360K type, and the Amstrad 800K double-density drives found in their word processors. In fact, if you just plug one of those in, the +3 may well detect it an use it without any further faffing around, since it has very similar software (written by the same people) as the word processors.

•So, you can't do much without new hardware, and you might have to wire up and fiddle with anything you get. Hard disks, alas, are right out.

•How's the acute nasopharyngitis?

EEEEEEK, IT'S A MOUSE

Dear Doc, I've got a Kempston Mouse, which I got fir Christmas with Art Studio 128K. This is really good, but I've found that the only time I use the mouse is when I'm using the Studio.
Do you know any Spectrum games that allow the use of a Kempston Mouse? The only one I've found is Ikari Warriors by Elite.

Paul Jolly Weybridge, Surrey

•The problem is, there aren't really enough people out there with your sort of mouse to make it worth the games houses' time to include them in their programs. Even on 16-bit machines, every one of which comes with a mouse, most games still use the joystick.

•Mice just aren't very good for that sort of thing. If you're still keen, the best bet is to find out which games use mice in their 16-bit versions, because then the chances that the programmers did the same for the Speccy are highest.

•If the rash persists, try rubbing it with Vaseline.

MY TINY PRINTER IS ILL

Dear Doctor Who, Help! I've had my tiny Sinclair printer for a long time now, and it has always been faithful to me - a bit slow on listings, perhaps, but always working. Now all of a sudden, it's started to print out double-height characters. What's wrong, and how can I get it fixed?

Georgine JS Dollis Hill, London

•Alas, its time is probably near. They were cheap and lots of specialised parts that are difficult to get hold of these days, almost ten years after they were designed. However, all is not lost. From your sample printout, it looks as if the printer is pushing the paper forwards two lines for each line it's printing, and this could be because a speck of burnt printout is blocking some of the sensors inside. Try cleaning the interior with a cotton bud dipped in methylated spirit (be careful and don't plug it in until it's completely dry), or - as a last resort - try vacuum cleaning it with the household hoover.

•Take three of these after meals, and come back next week if the swelling doesn't go down.

WIN A T-SHIRT

It's one of those chilly spring mornings and you're getting dressed for school. Just as you're leaving the house, Mum grabs you, "Nathan, you haven't got your vest on under that shirt, have you?. Now, run upstairs and put it on, or you'll catch your death of cold".

You trudge up to your room moaning. What's going to happen to your street cred? What will the lads make of your wincyette stringy effort in PE this morning? How will you ever live it down?

You rummage through your draws (fnar) for some decent alternative, but all you can find is that t-shirt your Aunt Gladys gave you for Christmas with the Care Bears on the front. Looks like you're not going to get out of wearing stringy this time.

You walk to school, flicking through your copy of Sinclair User, vowing that this'll never happen to you again. You're going to get yourself something really rad to wear against your chest.... Cor, what's this!: If I go in for this bloomin fab compo in SU I can win a Virgin 'Well 'Ard' T-shirt and all my problems will be solved. No one will ever laugh at me in my stringy again.

What do I have to do then? I've got to find loads of words which relate to Virgin in the box on this page and put rings around them. The words may be written backwards, forwards or diagonally and there are 15 of them. When I've completed the word search I have to send it off to 'I'm a Well 'Ard Virgin', SU 14 Holkham Road, Orton, Peterboro P62 OUF before the end of April 1990.


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TEONGHOSTBUSTERSAISE
BGOYEMBUNOGARDELBUOD
LLEMBSAKTEBAKKTAESRT
SCLAAARINIGRIVURBECG
HLESNGYSPWOGELLCOAEV
IFGTUPIEERAHILCSRIRL
NTHEBIZCKETAESNOCSYA
ONRRFLINKGCABLINIINE
BSUTEGPASNUESSBIMFFQ
IQYRMAWPGNIJAOMBJSCB
BMROWKLISUWGDANDAREM
ZXKNIGHTMAREHFGPSRAE
IJKIVUTSRQPONTMLKJCI
HGFCEGEMINIWINGDCBAS
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MASTERTRONIC
VIRGIN
SCRABBLE
KNIGHTMARE
THE BIZ
DOUBLE DRAGON
DAN DARE
SILKWORM
SORCERY
MAGIC KNIGHT
AARGH
SHINOBI
GHOSTBUSTERS
MICROBE
GEMINI WING

Name ____________________

Address ____________________ Age __________

____________________ Post Code __________


MONTY...!
THE STORY SO FAR...
HEH HEH!!
THE SKY DREW DARK AND MONTY'S SNOOZE WAS INTERRUPTED BY DARK CLOUDS IN THE SKY ABOVE...
WOOSH!
BOUNCE!!
WEE
CLONK!
MONTY STAGGERED AIMLESSLY ACROSS THE ISLAND FAILING TO NOTICE THE OMINOUS SHAPE HOVERING ON THE HORIZON...
HOVER
STAGGER
"I HOPE I'M DREAMING" THOUGHT MONTY
FLASH!
WHEN WITH A BLINDING FLASH...
MONTY FOUND HIMSELF IN THE PRESENCE OF TWO SHADOWY FIGURES ...
"WHO ARE YOU? WHAT DO YOU WANT?"
"YOU ARE THE CHOSEN ONE..."
"THE FROZEN ONE?"
"NO YOU FOOL, THE CHOSEN ONE!"
"GET IN THE CHAIR, MONTY."
"AND IF I REFUSE?"
"THEN IT'S MOLE BURGERS FOR TEA, MY FURRY FRIEND!!!"
CLICK
FRAZZLE
Will Monty survive his alien adventure or is he destined to be an alien snack.
FIND OUT NEXT MONTH!
© Gremlin Graphics Ltd.



HARD DRIVIN

Dear Su, I'm writing to tell you what a really rubbish game Hard Drivin' is. You load it up without a title screen to be greeted by some stuff that they try to call music. You start playing it, and what's this? Jim said the steering was a bit wonky. It's not a bit wonky, it's a lot wonky and very slow. You gave it an overall of 78%, it should have been:

Graphics	6%
Sound	6%
Playability	8%
Lastability	10%

The graphics go all blobby and horrible when you go up the bridge, and you can't tell the road from the roadside. The game is wicked on the arcade but duff on the Spectrum. What a rip-off at £9.99. I thought Jim was a cool reviewer but now I've changed my mind. Better luck next time SU.

Mat Brown Rochford, Essex

● ***Mr Harsh! Others in the office, muttered things like "he's got a point" and "bit generous on Lastability, too" but I won't have any of it. You've got to admit that the action replay alone is worth 20%. No? There's no pleasing some people.***

NEW ZEALAND STORY

Dear Jim, I have never disagreed with you more than your review of New Zealand Story. This is the biggest disappointment from Ocean (my favourite software house).

The graphics are the worst I've seen for a long time. The kiwi looks like a chicken and when it dies it looks like some thing stuck a pin in its behind.
The sound and music is no better, in the least. My marks are:

Graphics	32%
Sound	42%
Playability	19%
Lastability	17%
Overall	42%

Complete and utter garbage.

Mr. Anonymous Hull, N. Humberside

STREET HASSLE

59%?!? Now excuse me, Jenkers, but this is actually one helluva game. Have yo no sense of humour, man? Isn't beating up blind men and old ladies all good, clec fun? (er, no it's not actually, good grief - JD). Ahem, well it's all in self-defence, I mear they attacked me first, didn' they?

The different moves are c great, better than your average "kick or punch, and that' it" game, and although the sound and graphics could have been better, the gameplay makes up for that. This game is actually as funny as it thinks it is (whatever that means - JD), and it's a good challenge. So, prrrrrp to you. Well worth 3 quid.

Leigh Loveday W. Glam, S. Wales

● ***Mr Hateful replies: "Listen, I'm as fond of duffing psychotic wrinklies as the next man, but I demand some decent pictures to look at while I'm doing it, okay?" *Editor's Note; Chris is a bit funny upstairs so we really can't be responsible for his outbursts.***

DOUBLE DRAGON II

Some ruddy sequel this turned out to be. Garth was right enough in giving it 87% as it was a damn sight better than DD1. (Could you be contradicting yourself here, laddy? - JD). There was only one disappointment in DDII, I completed it on my 3rd go. It was much too easy, and far too fast.

The effects were good and so were the face expressions when you pick up a weapon or when you hit somebody. Level four only lasts for 17 seconds. In DDI Billy had white hair and Jimmy had black hair. All of a sudden they have changed hair colour.

If you do a flying spin kick on someone you kill them instantly, even on the big guys.

HINTS AND TIPS

1. Always do flying spin kicks on people as you will kill them instantly.

2. When the enemy's throw a box at you, just move up slightly and it will miss you, then take action.

Mark Agnew Co. Antrim, N.Ireland

● ***Thanks for the tips, Mark. We brought the important hair-colour inconsistency to the attention of Virgin Mastertronic who told us to bog off.***

THE Write Stuff.

Think you've got what it takes to be a reviewer? Fed up with disagreeing with our ratings of your fave games? Here's your chance to put things straight.

CHASE HQ

Dear Su, I am writing to tell you what I think about Chase HQ. Chris, I think you are the best reviewer of you, Garth and Jim (what about Al, she does the odd review too, you know? - JD).

Level 1 is the easy one but the turbo boost is a bit of a nag when using the space bar. But I think Chase HQ's biggest fault is Nancy. When you have got the criminal in his car and you've just about got him to pull over, she comes on and starts telling you off. I think the faxbox should be:

Graphics	68	Sound	50
Playability	88	Lastability	80

The best bit is going over hills and the car makes a massive jump and hits the ground with a heavy thud. The main idea of the game is pretty cool and if you play it once you will be at it forever.

Kevin Penston Co. Wicklow, Ireland

The speech which scrolls across the top of the screen is a little, er, peculiar as a whole. "Bear down" indeed.

SILKWORM

Dear fabbo SU, The graphics on this game are cool, you just fly and drive around and blow everything to bits. The trouble is there's no sound, not even a flippin' gun sound. But... I've completed the whole eleven levels and to prove it, it says "Churches have been destroyed but the people saw the funny side." Do you know if there's going to be a Silkworm 2?

When you're fighting at the end of each level, a large 'heli' will appear. Go above it as high as you can and use the gun that shoots down. On Level 5, 6, 7 and 8 be careful of the jets that fly right into you. It's best to have a double cannon, stay in the middle of the screen and blow em to bits.

Steve Etheridge

P.S. I've completed Vigilante, as well (so? - Al)

MYTH

Dear SU, I've just had my appendix out and I'm a bit depressed, so I thought I'd cheer myself up by buying a game. I bought Myth, and it's brilliant. The graphics and colours are breathtaking, although the sound's not spectacular, but the gameplay is excellent. Just blowing the hell out of the skeletons and ghosts is satisfying. I played on it solid, all day when I bought it. I couldn't get off it. Your review was almost right, but overall I think it should have got 99%. I haven't been using the maps you've issued, apart from locating medusa's cavern on Level 2.

Myth is a classic and deserves to be a classic. Anyone who doesn't like Myth needs their head seen to.

Alasdair Kirk (a happy SU reader) Chandler's Ford, Hants

● ***Isn't it nice to see an original game turning out so well?***

CHASE HQ

Dear SU, I'd like to say what a brilliant conversion Chase HQ is from the arcade to the Spectrum.

The graphics are fab and the sound is great on 128K, and even on 48K the sound is good.

It has special features like the siren on top of the car. This game is absolutely superb, well worth the money, so buy it.

Richard Brailsford
Accrington, Lancs

SAIGON COMBAT UNIT

Dear SU (brilliant mag), Let me tell you what I think of your review of Saigon Combat Unit. Mega brill!!! Whoever reviewed it should get an MBE.

As soon as I read the review I shot off to the local computer shop, got the game, went home and loaded it up and played the best ever shoot-'em-up I've played. The only problem is the lousy gun you start off with, 50p cork guns are better. Otherwise it's brill, so if you've got 3 quid biting dust in your pocket, buy it, you'll love it (well, I think so).

Damian Hudson
Stalybridge, Cheshire

● ***Biting dust in your pocket eh? Glad you concur.***

If you think you can review a game better than we can, then we suggest you put pen to paper now and tell us in less than 150 words your thoughts about any Speccy game of your choice.

THE WRITE STUFF'S GUIDE TO REVIEW WRITING

Here are a few points to consider when you put together your Write Stuff review.

1. Put the name of the game at the top of the page.
2. Tell us what you liked/disliked about the game and why.
3. Compare your review game with another and tell us why this game is better/worse.
4. Are graphics appropriate? Would they have been better if they were plan/side/3D view?
5. Tell us how you managed to get through certain parts of the game. Was it easy/difficult?
6. You don't have to stick rigidly to the above points, be as creative as you like.

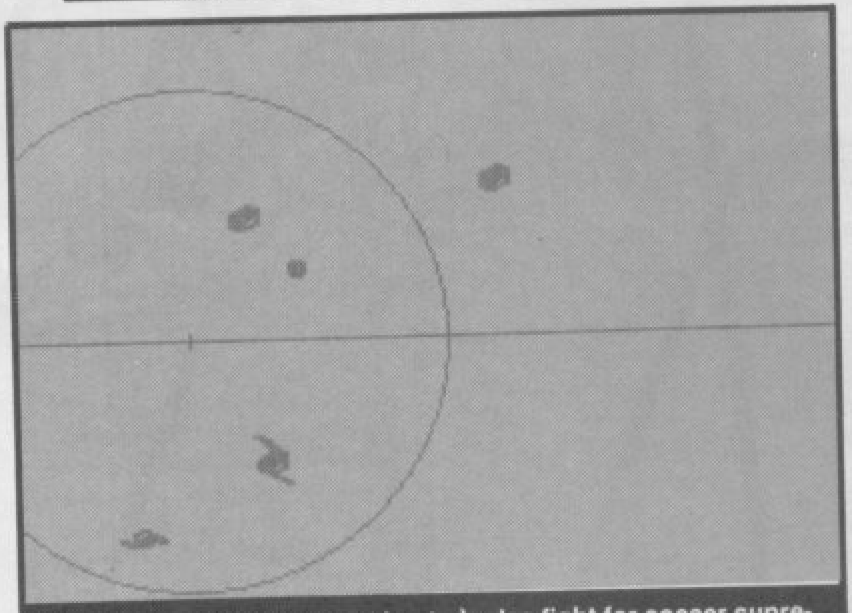
Try not to swear too much and send your letter to Write Stuff, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget to put your name and address on your letter, so we'll know where to send your SU Crew badge.

GAMES REVIEW!

4th DIMENSION

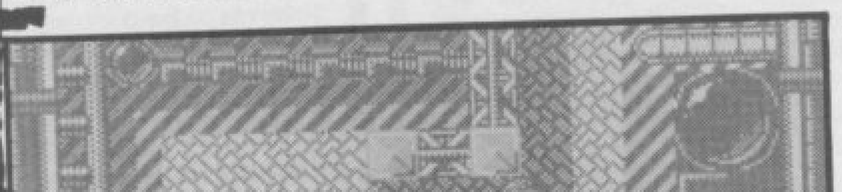
Normally you expect compilations to consist of chart-splitting, gut-wrenching megasuccesses, but Hewson has decided to do something different and release a compilation of titles which have never seen the light of day before. It's pretty obvious why, too - none of them are quite exciting or original enough to make it as full-price titles, but they're just about worth a bash on one big box.

A few months ago EMAP Towers resounded to cries of 'Oooooh! Offside! Goal! No it wasn't! Yes it was!' 'cos everyone was playing a well spiffing footie game called Kick-Off on the Amiga (spit). What's that got to do with Hewson's Super Cup on the Speccie, you may ask? Well, the two aren't dissimilar; the pitch is viewed from above, scrolling mightily to follow the movement of the ball. The graphics are minimal, the action's very fast, and the frills are non-existent. Trouble is, what looked good on the Amiga doesn't quite measure up on the Spectrum, so you're left with a soccer arcade game which is no better than a dozen others, and has none of the managerial elements.



Super Cup - Watch the amazing tadpoles fight for soccer supremacy.

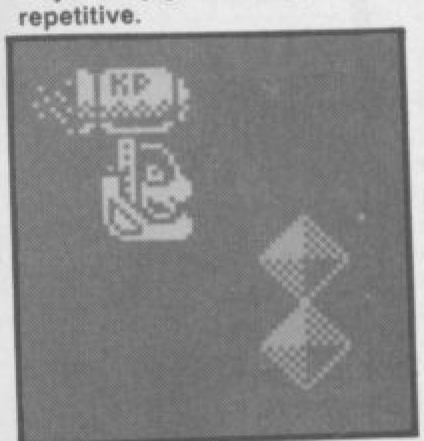
Rather more fun is Head the Ball, which isn't a footie game at all, but a sort of cutesy-wootsie Mario Brothers effort in which a disembodied head bounces through a magical landscape in search of his lost girlfriend, kidnapped by the charming Heads Angel, Gobba. There are diamonds to collect to bribe Gobba, pits to leap and nasty heads to avoid; eventually you get a sort of jet-pack to fly over the nasties. Quite good fun if you like this sort of slop, but no points for originality.

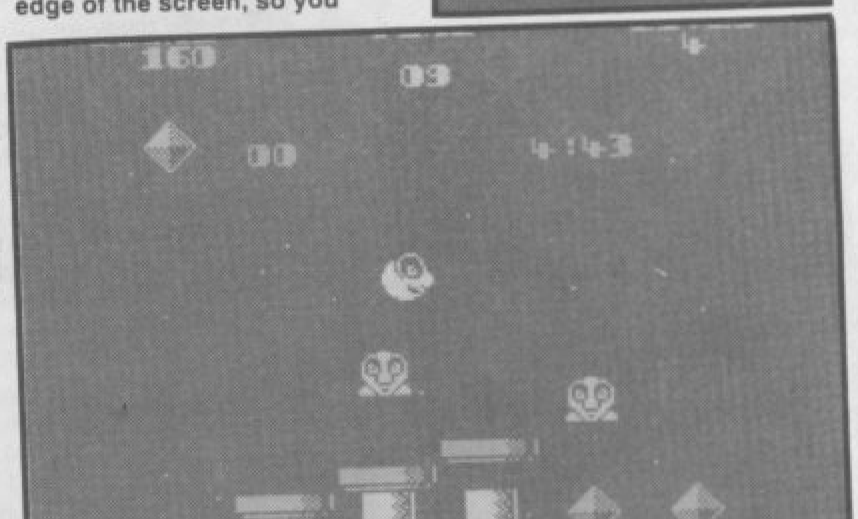


Kraal - Colourful top-down blasting, shades of Shadow Skimmer.

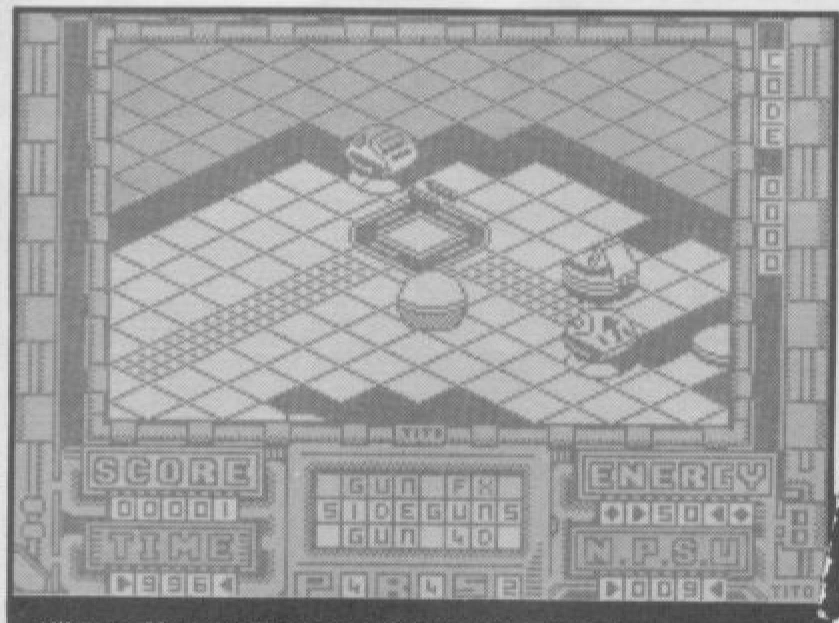
Equally familiar is Kraal, which is so similar in appearance to The Edge's Shadow Skimmer that they might have been programmed by the same team. Here you explore the measureless reaches of an alien complex, exterminating larvae and hunting down the monstrous mother spiders. The backgrounds are marvelously colourful, and your fighter probe slips underneath scaffolding and other structures as you roam around. Annoyingly, the background flips to the next section before you get to the edge of the screen, so you tend to lose track of your position easily. Otherwise, Kraal is pretty polished, and there's a promise of some naughty smutty excitement if you get through to rescue the space princess (but not really, I suspect).

Klimax is the real oddity, and this one I think should have been released on its own; it plays a bit like Magnetron and looks like Alien Highway. If that's not much help to you, the idea is to pilot a ground-skimmer around a flip-scrolling background of grids, fighting off enemy robots, searching out and disarming auto-destruct mechanisms, and stopping at computer terminals to fuel up and check your directions to Zap City. Pretty good though a bit repetitive.





Head The Ball - Sproing! Bouncing excitement in a Stormlord/Thing on a Spring sort of way.



Klimax - Magnetron meets Highway Encounter?

ARCADE REVIEW

FAX BOX

Label: Hewson Author: various Price: £ 12.99, £17.99 disk Memory: 48K/128K Joystick: various

GRAPHICS	SOUND
64	59
62	59
PLAYABILITY	LAST ABILITY

Reasonable compilation, but no real mega-hits

Reviewer: Chris Jenkins

OVERALL 60

BEYOND THE ICE PALACE

I've seen some poor games in my time, but Ice Palace must surely take the crusty cup. Although the plot has been used so many times it's due for its 600,000 mile service, and the graphics have been surpassed a hundred times already, these aren't the major problems with the game.

It's simply a dull as dull can be. Imagine Myth - all scrolling and mysterious with lots of places to explore and tasks to solve and then take all the good stuff out and you've got Ice Palace.

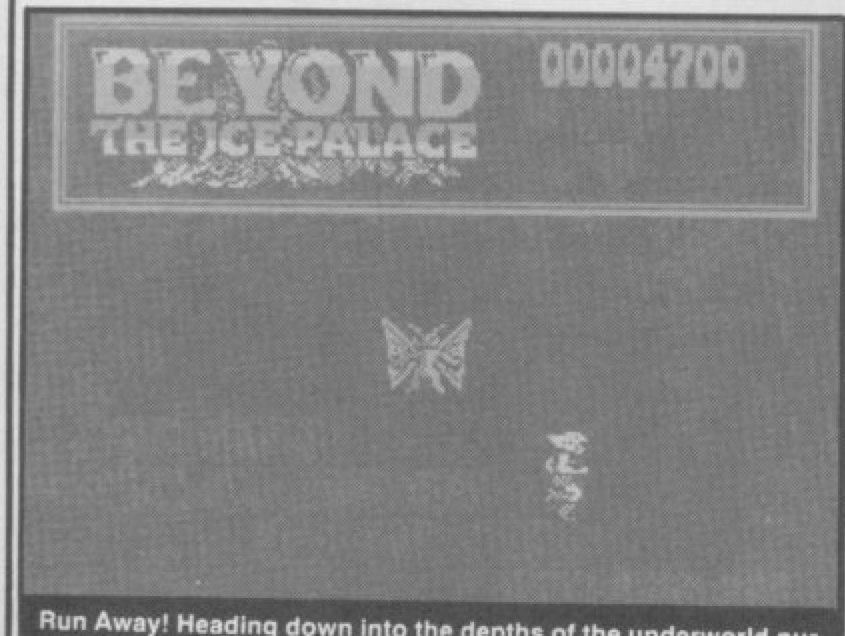
Your poorly animated alter-ego flickers across impossibly dull screens in search of the a key which will restore the balance between good and evil (Zzz).

Attacked from all directions by flying green sweet wrappers (alright, demonic fiends if you like) and obstructed by menacing and exciting PILES OF ROCKS which you must SHOOT .... REPEATEDLY!

There are also huge trolls which drain your energy. In fact, the whole game is a big drain on your energy, sapping your enthusiasm glands and filling you with utter apathy.

When Ice Palace first came out at full price, a couple of years ago it was generally thought of as a reasonable run/jump/explore larf but now, in the light of Myth and similar exploratory outings it really looks as sick as a dog.





Run Away! Heading down into the depths of the underworld pursued by the manacing pixie of doom.

ARCADE REVIEW

FAX BOX

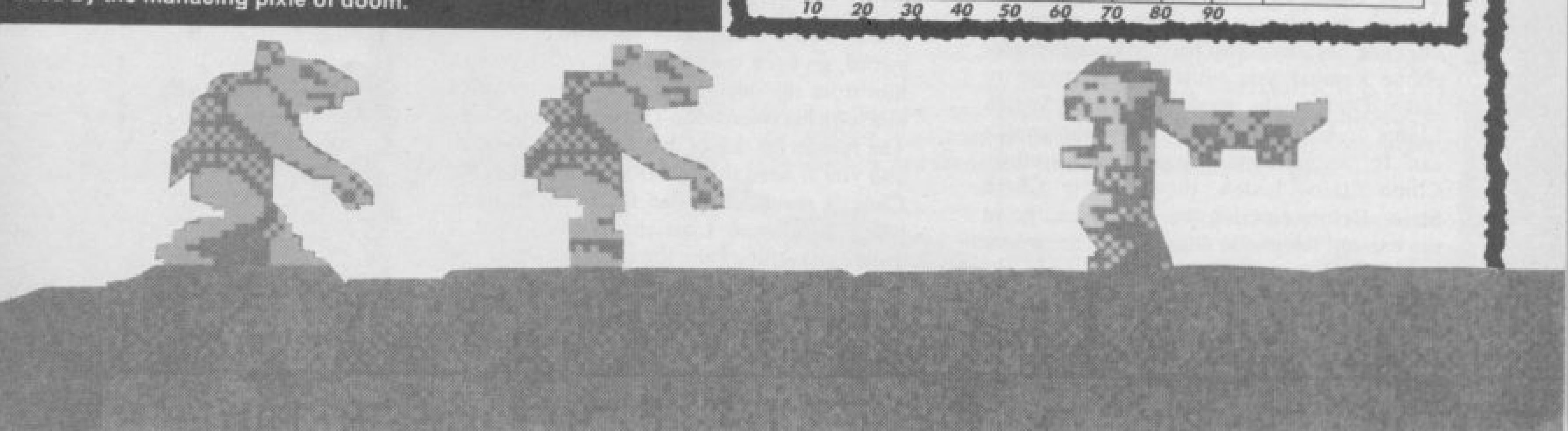
Label: Encore Author: In house Price: £2.99 Memory: 48K/128K Joystick: Various

GRAPHICS	SOUND
40	50
30	30
PLAYABILITY	LAST ABILITY

Dullsville Arizona. Snooze City. Not Even the Mail on Sunday could wake you after playing this.

Reviewer: Chris Jenkins

OVERALL 35



TH



Greetings, mortals. I know this makes me sound like the adventuring equivalent of Joey, out of TV's Bread comedy program, but I suppose it's better than saying G'day all the time like some singing Australian soap star.

I have mentioned before the existence of that splendid fanzine known as *Spellbreaker*. £1.50 per issue (40 pages last time), full of all manner of interesting adventure 'goodies', like hints and tips, solutions, special offers, and so on. Apparently, there's about 120 people subscribing to it at the moment, so the other umpteen thousand of you can write to the editor (the noble Mike Brailsford) at 19 Napier Place, South Parks, Glenrothes, Fife KY6 1DX, enclosing cheque or postal order for the sum of £1.50, or multiples thereof, and request a copy to be sent to you.

Onto songs. People have come close in the past, like Paul Brunyee, but has anyone ever produced an adventure named after Creedence Clearwater Revival's song "It Came Out Of The Sky"? Or (same group) "Run Through The Jungle"? "Looking Out My Back Door"? "Down On The Corner"? They all sound like adventure releases from the mail-order companies to me, and there are plenty more where they came from. If you're trying to write an adventure program using one of the many utilities available and just haven't the faintest idea about where to start looking for a story for the game, you could do far worse than raid your record collection and try getting a few ideas from the song titles that you will find there. Having said that, can you imagine an adventure game bearing the name "Pump Up The Jam"? The mind boggles.

Owners of several games that have been brought to my attention are ***The Slaughter Caves*** by Mike Jessup and ***Pawns Of War 1 and 2*** by Les Floyd. The first of these costs £2.49, the second is a princely £2.99, the reason being that it contains two adventures. Dealing with the games in reverse order, Pawns Of War side two is an enhanced and improved version of their original Pawns Of War game, side one is a brand newie. Now's your chance to have two sorties behind enemy lines and hit the bad guys where it hurts.

The Slaughter Caves, which sounds like it ought to be a novel by James Herbert, is more in the traditional line of things as you forage around amidst monsters and demons whilst looking for an immensely expensive collection of treasures which lay scattered about all over the place.

All text-only stuff (heavens), and if you want to send your sheckles off for a dabble with either or both of these games, bearing in mind that the price includes first class postage and packing, then ***Zenobi Software*** are the company and they can be found at 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX. A quick count-up of the Zenobi catalogue reveals over twenty Spectrum adventures. Well done that company.

Having mentioned earlier the abominable fate suffered by clubs that fold up and vanish into the night, I'm pleased to be able to tell you about two items that are still going strong and showing every sign of running on and on. ***The Spectrum Adventure Swap Club***, run by Paul Avis, allows you to swap an old (original) adventure for another at a cost of

PLAY IT AGAIN SAM:

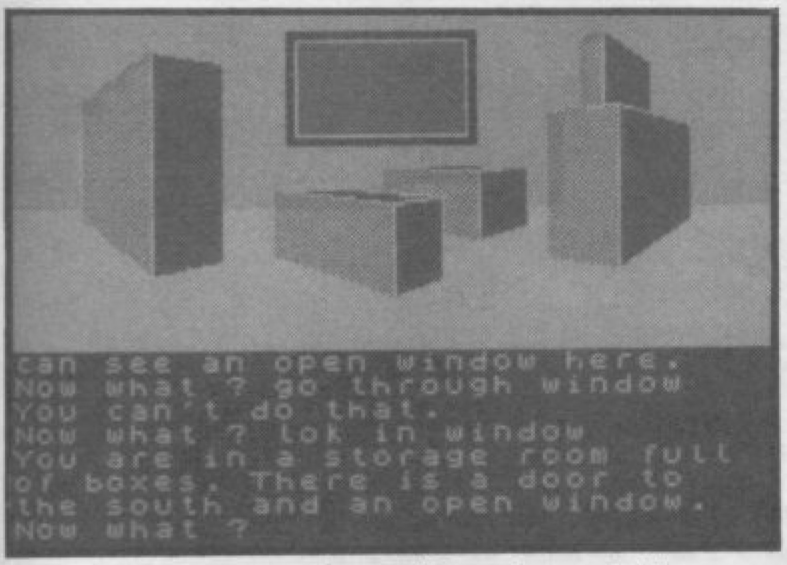
To leave Silvia's apartment, you must Close Handbag then Unbolt Window, When tied to the chair in the Casablanca Club, you must Cut Bonds Blade to free yourself, then climb through the window. In Gloria's apartment, after she has given you her car keys and telephone number you must Say Goodbye to leave. Outside the bank, you must Switch Lights on before you can follow the gang's car. In the warehouse you must Carefully Climb Stairs, Listen, then Quietly Climb Stairs. Before entering the warehouse, go in the bar and telephone Gloria. Tell her where you are and she will call the cops.

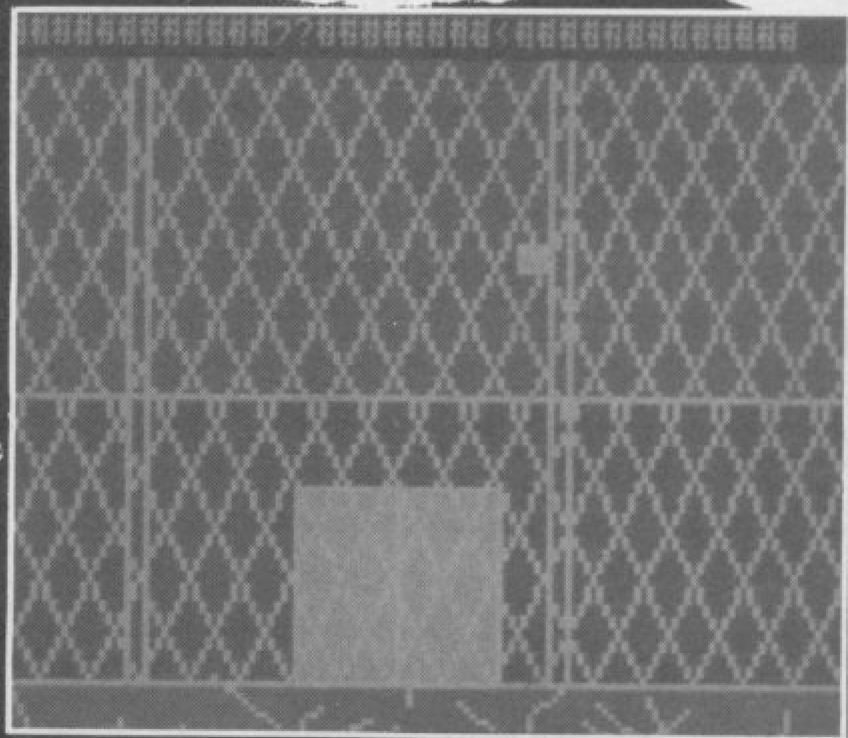
CRYSTAL OF CHANTIE:

In the potion room, the tin contains a sleeping potion. Put the tin in the underground pool to send the scaly beast to sleep. The serum in the vat is plant food. Fill bottle with it (after drinking the wine) and put it on the plants to make them grow up the wall, and then you can climb them. Don't reach over to troll to get his sword, go back round the wall and approach him from the other side. After you've killed him with his sword, don't forget to search him. The reason for this is that he has a gold coin, and you'll need this to bribe the butler in the Count's mansion. REad the book in the library to become a match for the Count in swordsmanship. Take the book with you and put it on the plinth before taking the crystal.

HE SORCERESS

Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress **SU** *Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU*



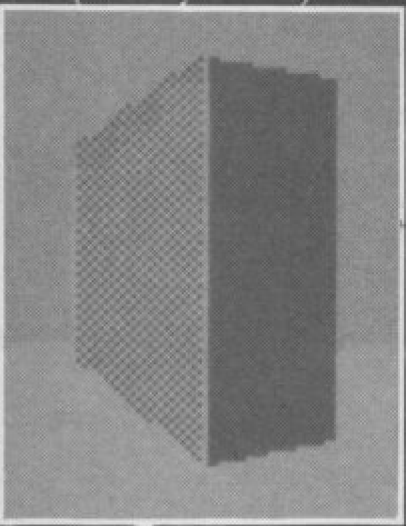


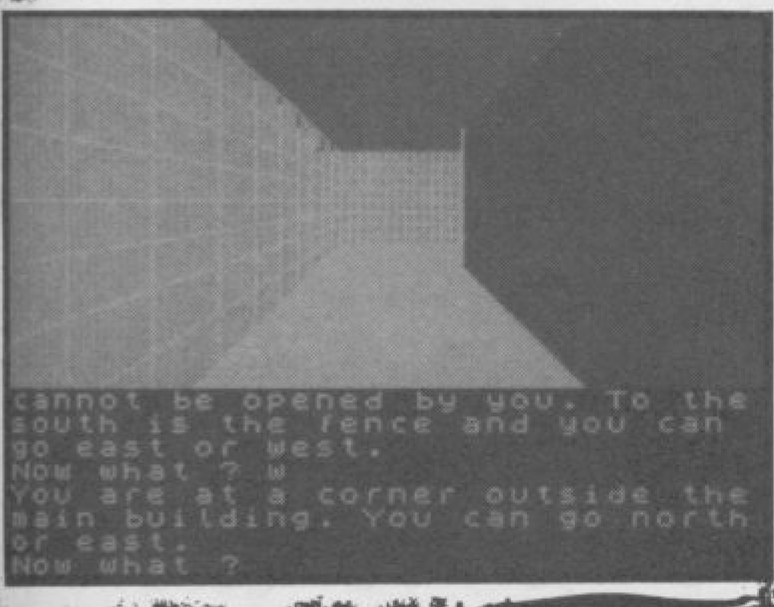
£1.25. So, if you've got any old games gathering dust and doing nothing very much at all, why not write to Paul at 49 Hewitt Rd, Hamworthy, Poole, Dorset BH15 4QB. Seems like a good way of adding a few more strings to your adventuring bow, and at a reasonable sort of price as well.

The second item is the Spectrum Adventurers' Tape Magazine which is literally a magazine on tape. But you don't have to type in the listings. A look at the contents of issue three reveals a collection of news and reviews, hints, tips and solutions for 14 games, a complete adventure, the first part of two other adventures, even adverts, and all on what's known as a ***Magic Missile*** tape for £1.50 every other month.

I know I mentioned it last month, but the continued existence of things like this, supporting traditional adventures, depends on lots of publicity and stuff, so there you go. Anyway, if you want a copy write to Matthew Wilson, alias Futuresoft, at 75 Ben Rhydding Rd, Ilkley, West Yorkshire LS29 8RN.

And with that, au revoir mes enfants (I'm ready for 1992).





WITTS END

MATT LUCAS:

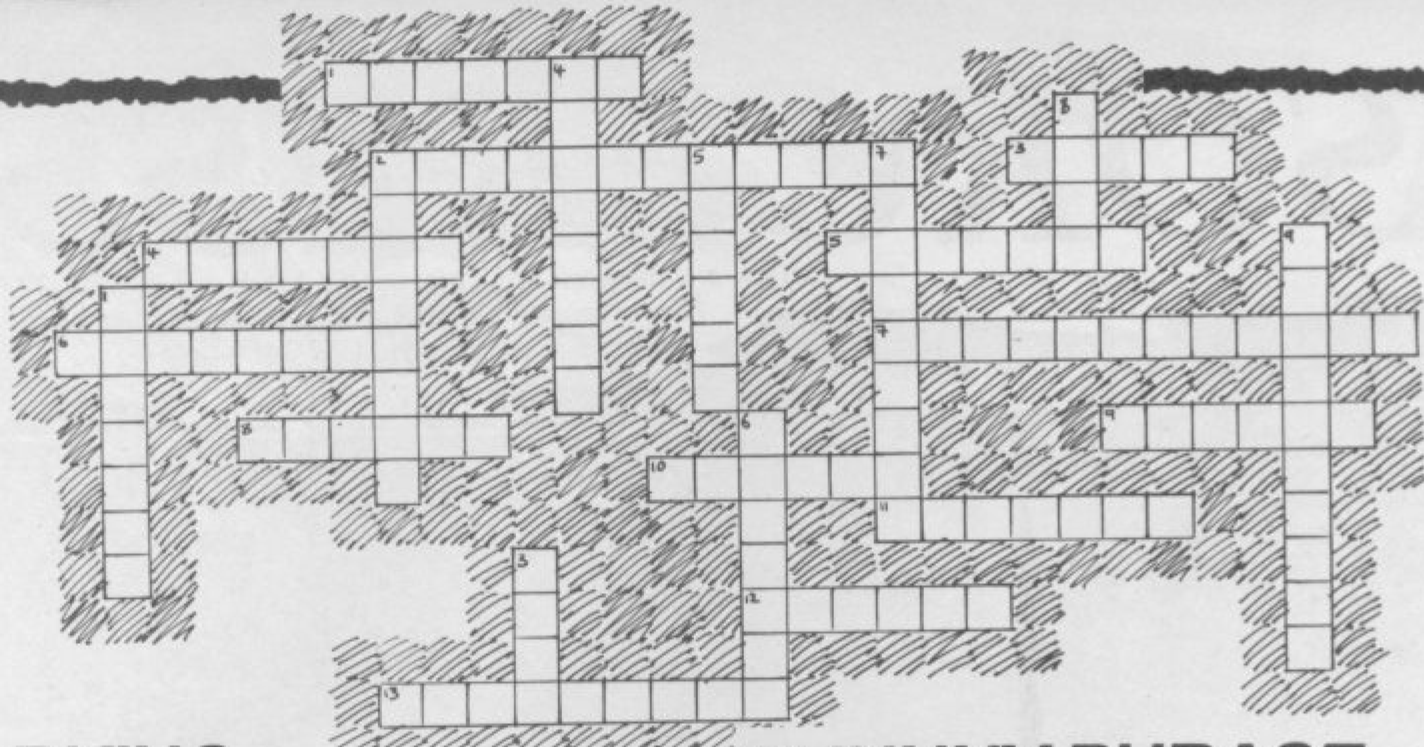
Dial 685743 to open the safe. Get past the dogs by carrying the meat. Carry the container and tube and go to the petrol station where you insert the tube in the tank then suck the tube to get a container of petrol for the boat. Shoot the drug pusher in the flat. Just rest if you get tired. For the sea location, the route is S, S, E, E, S, S, W, S, W, S, S. Duck when the arrows fire at you. At the police station, you must kick the machine to get a bar of chocolate. To free John Harpinger, drop the weight to raise the cage.

TEMPLE OF TERROR:

Not enough dragons? Examine a work of art. Still not enough dragons? A dog might help you. STILL not enough dragons? You need something to throw some light on the subject.

CUDDLES

(from where we left off) Get cheese, s, put cheese in trap, look, get mouse, n,n,n,n, e, n, w, n,n,n,n, d, n, n, u, w, sw, s, nw, w, w, blow balloon, w, drop mouse, drop balloon, examine floor, open trap door, d, e, e, u, se, get teddy, n, ne, nw, w, w, w, s, s, s, get calf, n, n, n, e, swap calf, w, s, e, plant seeds, u, u, u, follow rainbow, follow rainbow, follow rainbow, w, new arm for teddy... wait for the host of heavenly teddies to arrive and there you (sorry!) to the end of the game.



CORKING CROSSWORD

Fill in the crossword (using the clues) with names of regular features in the mag.

ACROSS

1 The page with the latest on the arcades (4,3)
2 Go in for these and win a prize (12)
3 Everybody hates him (5)
4 Comes before a review (7)
5 What End Of The Line used to be (7)
6 The page where we used to talk to programmers (8)
7 Where the Caption compo turns up (3,2,3,4)
8 Got a problem, write to him (2,4)
9 Where you find a classic (6)
10 All the ups and downs of the month (6)
11 The old name for SUNews (4,7)
12 ------ Helpline (6)
13 Behind the scenes of all the games (9)

DOWN

1 They're a Smash (7)
2 New look Outlands (5,3)
3 See 9 across (4)
4 The page for Play-By-Mailers (8)
5 Speak to Jim (4,2)
6 Old style Dirty Tricks (7)
7 Only for the adventurous (9)
8 Everydodies favourite teddy (4)
9 Your chance at reviewing (5,5)

PHUNNY PHRASE

Make a rather funny pnrase out of the following words. You can swap all the words and letters about, but don't be too rude.
EVERY ISSUE OF SINCLAIR USER IS A RUDDY BRILL MAG

WORD SEARCH

Locate the hidden software houses in this word square.

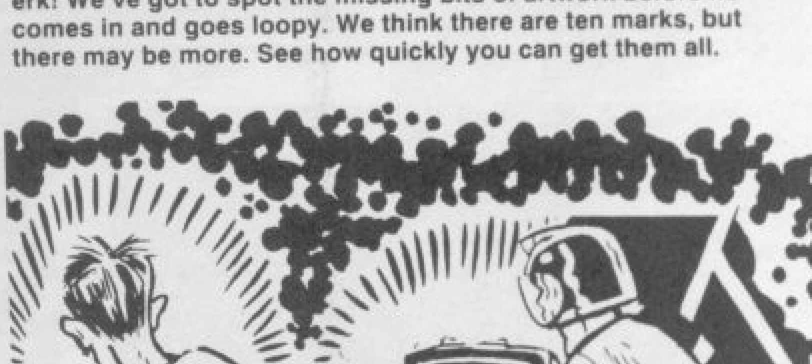
US GOLD PLAYERS VIRGIN MICROPROSE OCEAN GREMLIN ELITE ELECTRONIC ARTS DOMARK ACCOLADE CODE MASTERS AUDIOGENIC HEWSON GRANDSLAM ACTIVISION UBISOFT

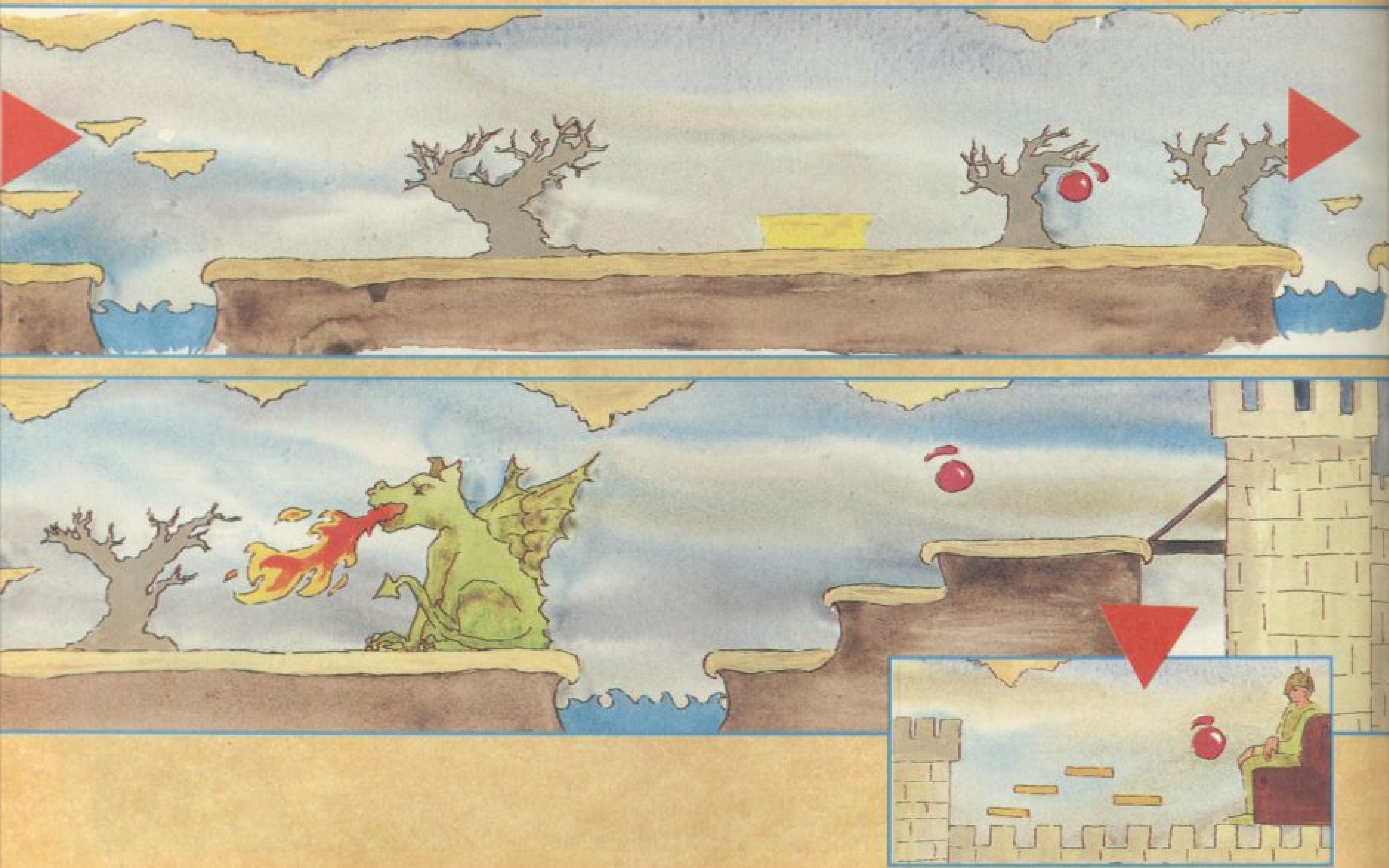
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R G I N L A R G E L N S D M U S E S T U A B E
G R D L O G S U W M I C R O P R O S E E C X A
B N J C L K O P U T V Z A A S E W E Q X T U I
B M N E L E C T R O N I C A R T S O R E W C C
E W T A C F D W A Z O V C B N S M J I O O T U
H J I N O S W E H M I A O P L A Y E R S T F P
J B Y E E S W G A H S B L N Q M W O U Y T O R
G B U U O T R L V L I O A S W E L I T E W S A
O I I R G B S A E E V P D A U D I O G E N I C
Y T R D E D V I R G I N E C W O O X Q U Y B R
D R A P N O M N J I T K L M N C P M R S T U V
R O I A S S A E B C C O O M G V E M A W I N P
M I R R O R S O F T A G E A N I L M E R G G J
T G J O M E W A S J C N T O B J R P G P K R R
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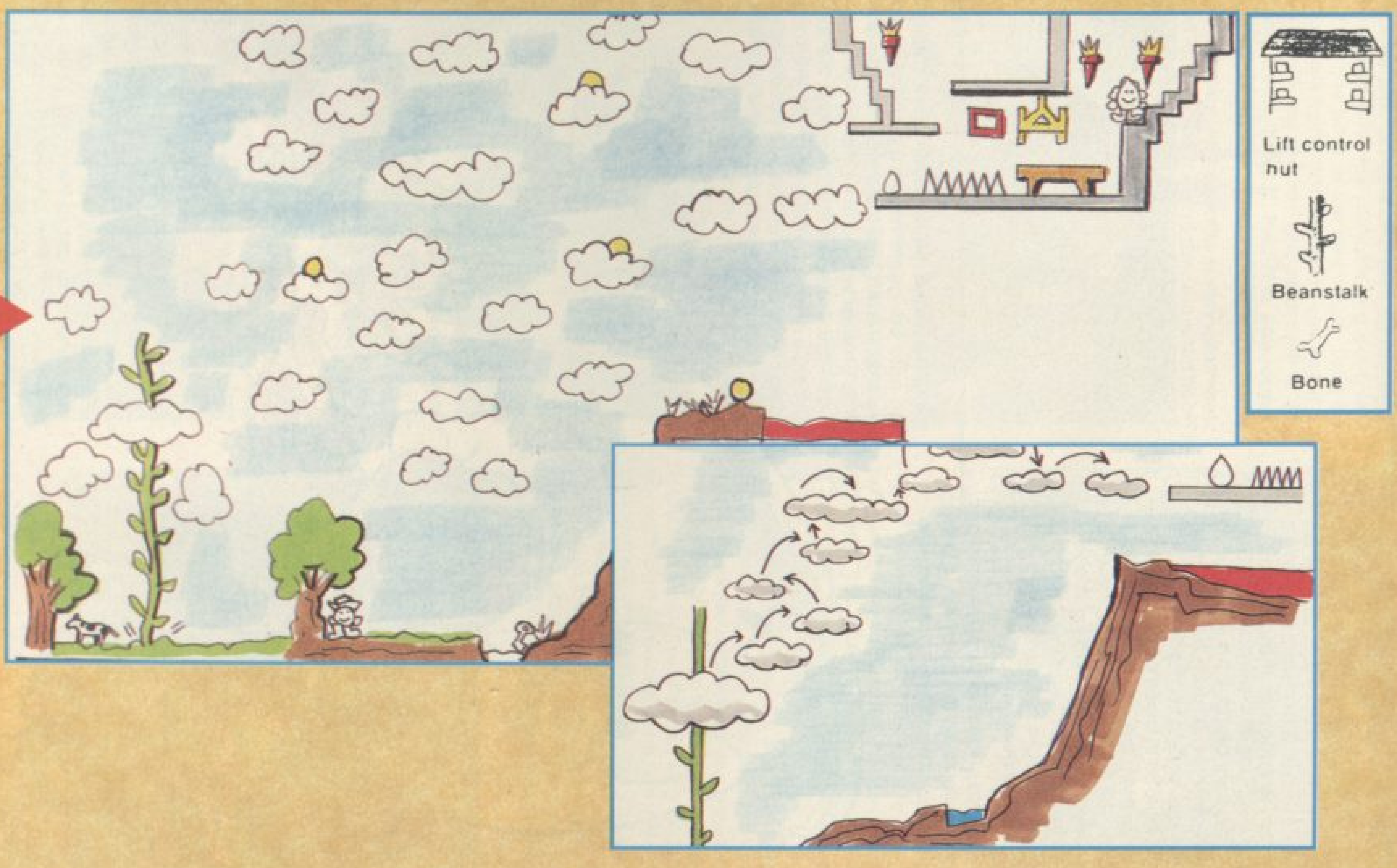
SPOT THE DIFFERENCE

Oh no! Our brilliant artist Steve Harmon has just finished our Write Stuff headline, and we've gone ans spilt Tipp-ex all over it - erk! We've got to spot the missing bits of artwork before he comes in and goes loopy. We think there are ten marks, but there may be more. See how quickly you can get them all.





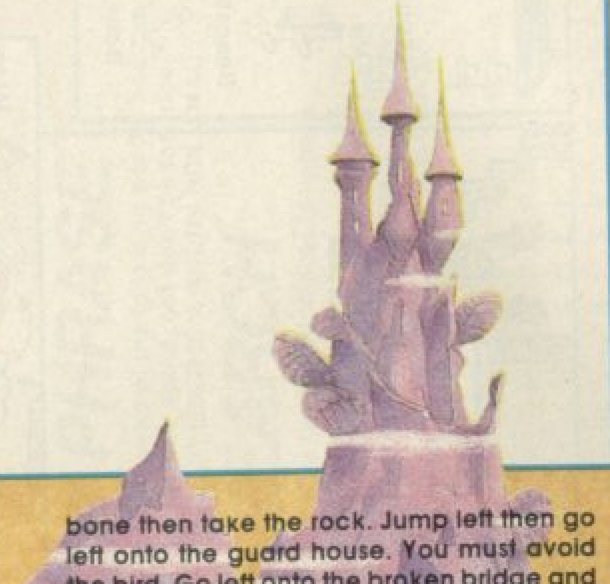


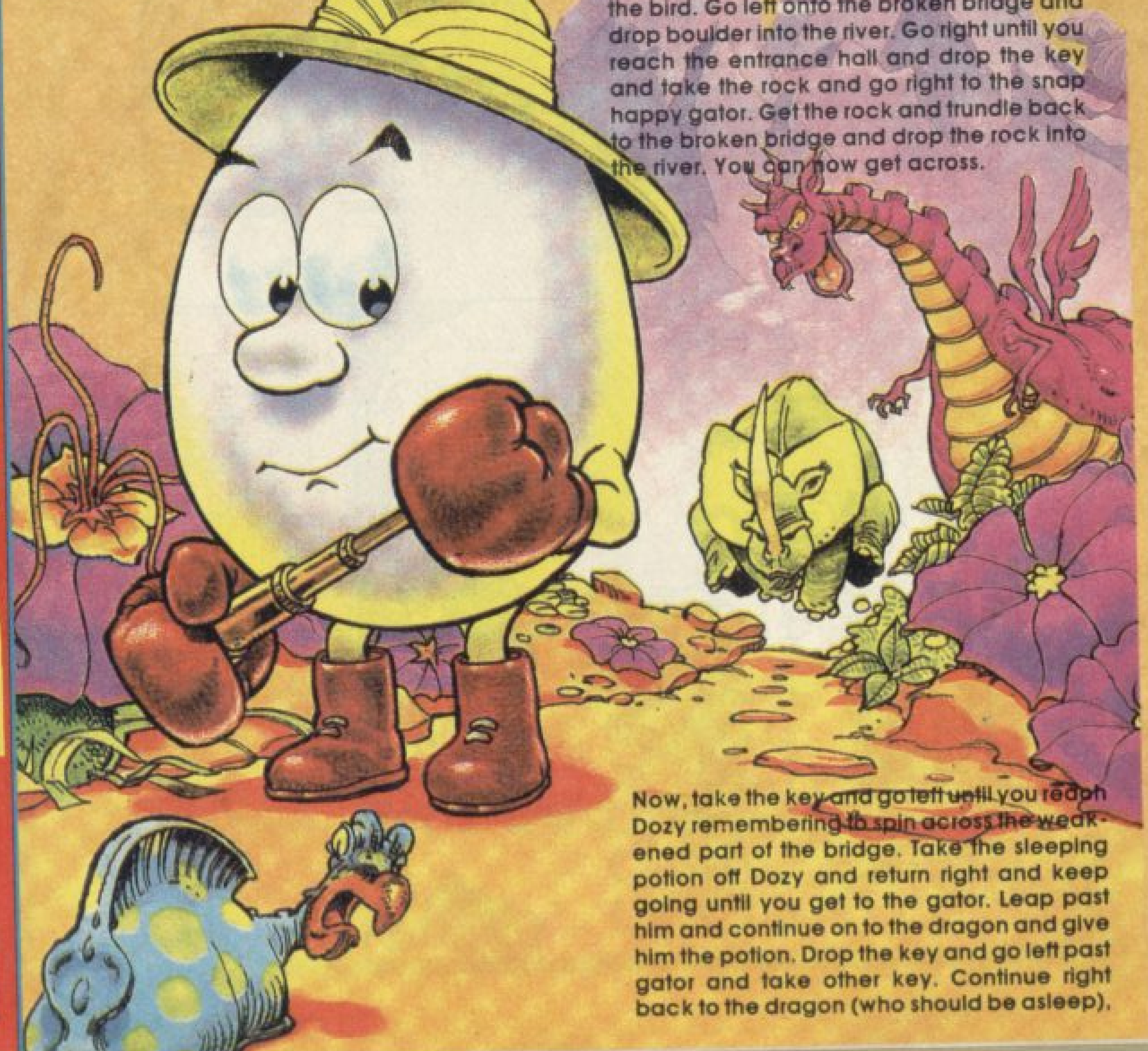

Lift control nut
Beanstalk
Bone

No doubt you've all finished Dizzy's latest adventure in Fantasy World but there's bound to be the odd few who haven't yet cracked it. So, for all of you eggheads who haven't, here's the definitive solution to the game.

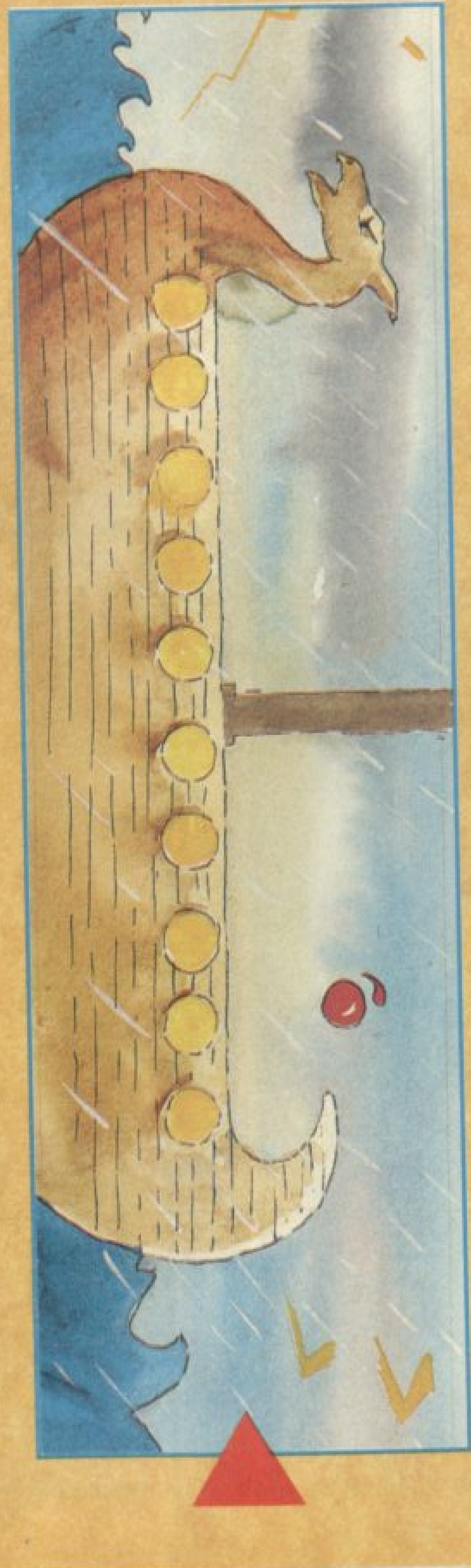
Drop apple near Troll and then use water jug to put out fire, take bread. L take rock, U, R, drop bread near rat, U, drop boulder then climb the stairs and take the left balcony and press switch. U and right and avoid Denzil. Jump onto top left corner of table and jump up/left onto ledge. Jump R and go U into the attic. Take bone and go D and R into east tower and get key. Don't drop but jump left into the staircase and go D, L into west wing and go down and right.

Go to the bottom of the stairs and go left. Go through, carefully now, the portcullis. L into Armarog's den. Drop down and drop the bone then take the rock. Jump left then go left onto the guard house. You must avoid the bird. Go left onto the broken bridge and drop boulder into the river. Go right until you reach the entrance hall and drop the key and take the rock and go right to the snap happy gator. Get the rock and trundle back to the broken bridge and drop the rock into the river. You can now get across.





Now, take the key and go left until you reach Dozy remembering to spin across the weakened part of the bridge. Take the sleeping potion off Dozy and return right and keep going until you get to the gator. Leap past him and continue on to the dragon and give him the potion. Drop the key and go left past gator and take other key. Continue right back to the dragon (who should be asleep).



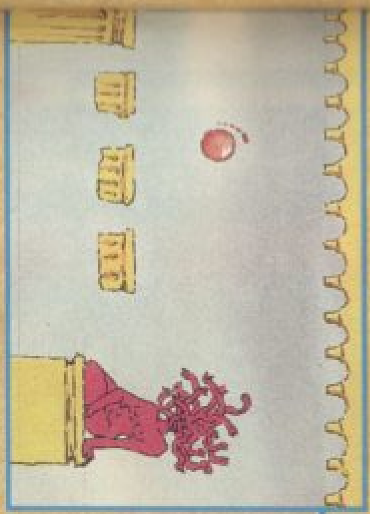


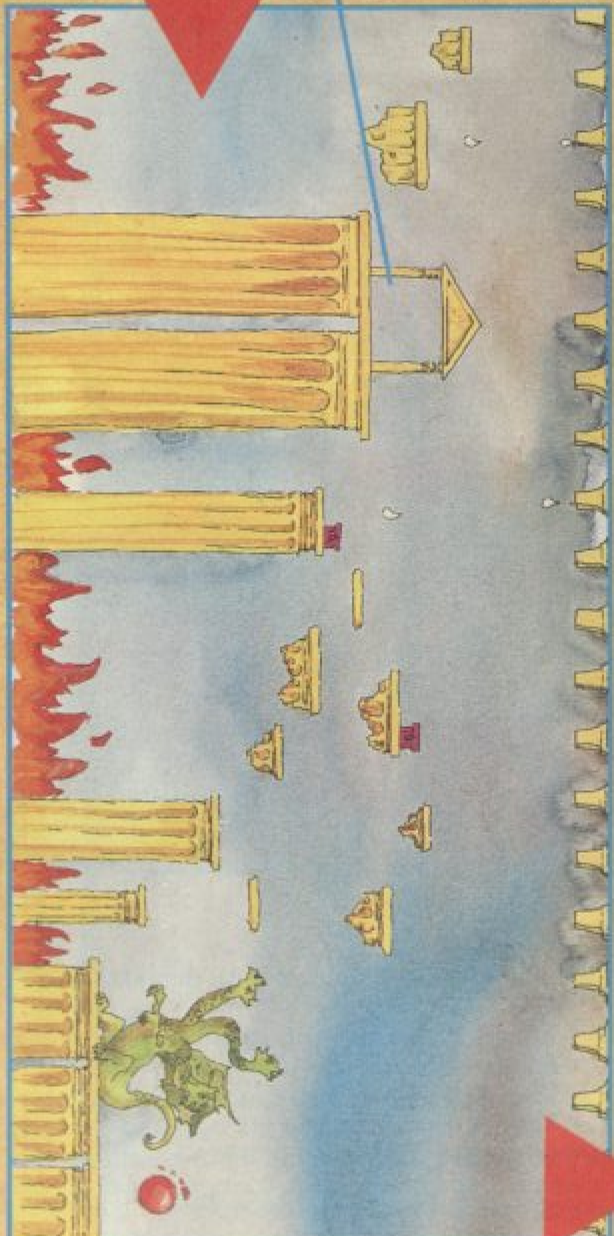
MEDUSA -

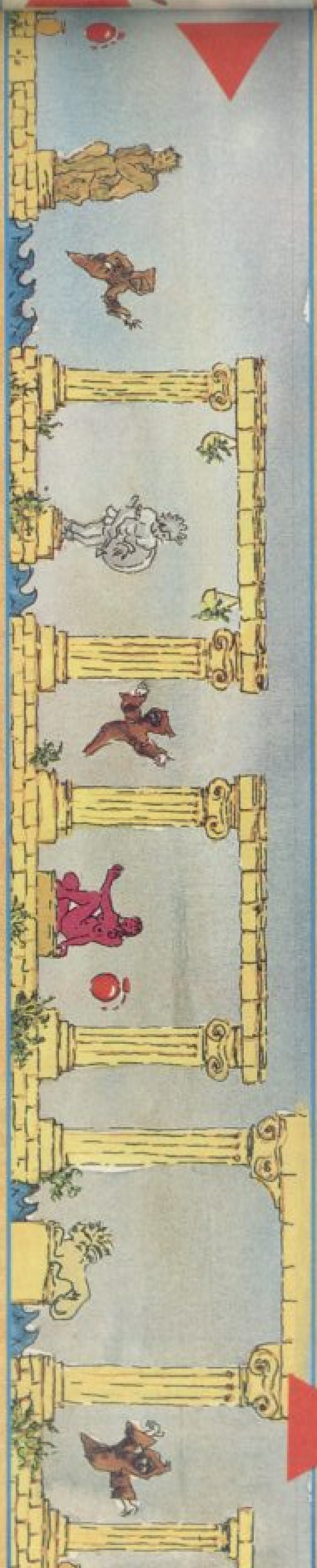
Kick open all the vases and chests to collect fireballs icons and all other icons.

Collect the five teleport icons before returning to the teleporter pad.

Watch your energy!







pick up key, go right and pick up the bag then jump onto the platform and continue right to the base of the tree house. Drop to floor, go left until machine and insert key. Go right until you get key and return left to lift control and insert it. The lift is now operational. (At last!)

Go right from lift control to smelly allotment and jump onto tree platform. Jump left from



here to Daisy's empty hut and then go left twice and get onto lift. Go right and jump up onto 'Lift to the Elders' and take it to Grandpa Dizzy and relieve him of the crowbar and get the pickaxe. Now, return to lift and go down, then right and take the doorknocker before going left and dropping down to Denzil's pad. Go left and take the lift before going right twice, dropping down and then left



until you eventually reach the Entrance Hall. Take the top left balcony and go up and right then leap up and right from the corner of the table to the door. Use the door knocker and the door will open and go left, get bucket and go right until you arrive at the bottomless well. Drop the bucket here and use the crowbar on the well then leap down it. Go left to the Market square and





wait for the shopkeeper and give him the Pygmy cow and take the bean. Go right twice and carefully take the key. Go left and return up the well. Get the bucket and go back to the lift control. Use the key and go right until you can drop the bucket in the water and then drop the water on the manure and stand back!

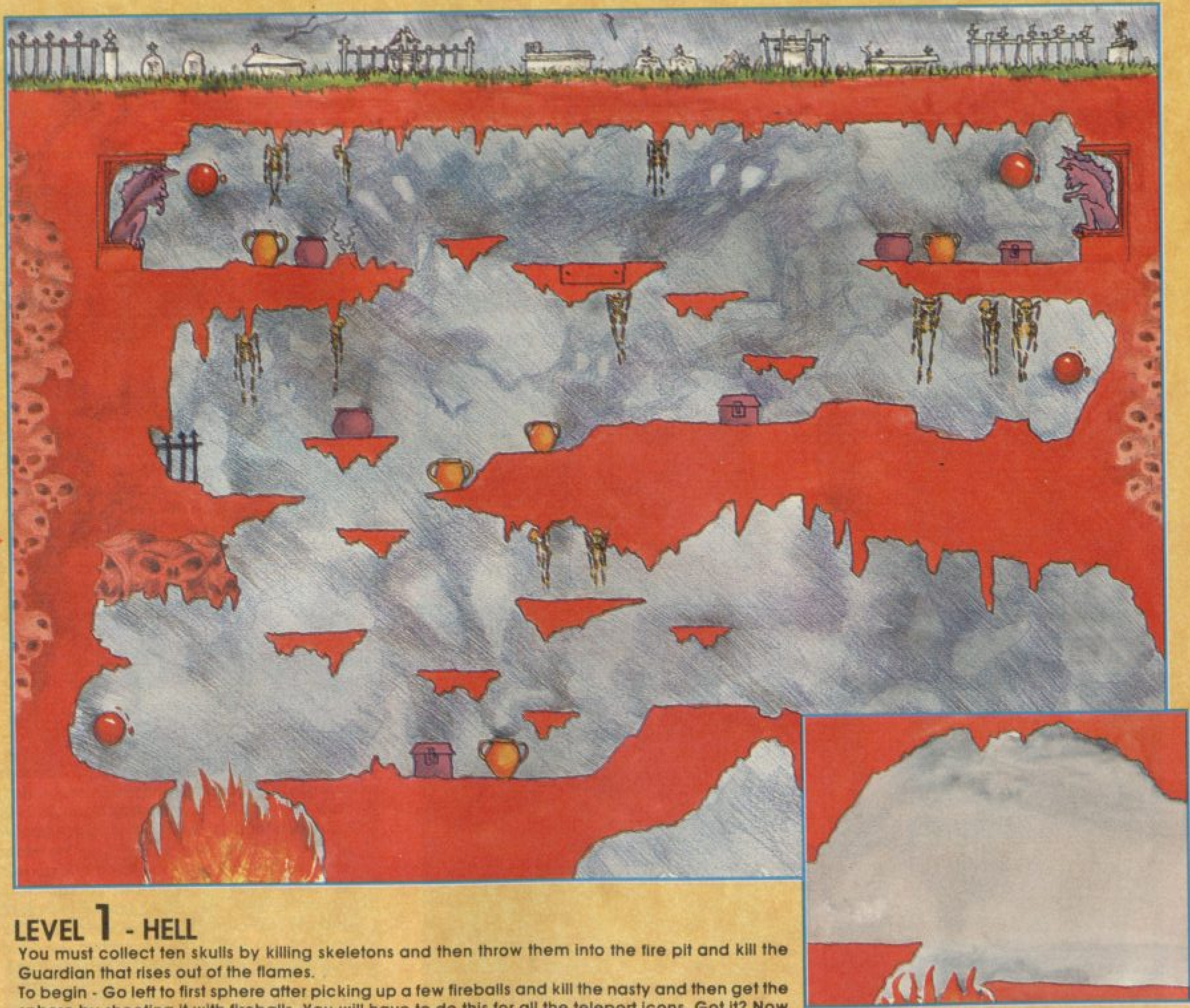
Take route to the dinosaur egg and take it before dropping to the floor and going left to the lift control. Drop down the hole when the lift is up and go down to the dragon on the lift. Give him the dinosaur egg and then go right past him and jump left onto the middle platform. Use the pickaxe and go left to take rug. Now return to the beanstalk and climb up to the cloud castle. Get next to the spikes and drop rug. Climb up to the switch in the top left corner, push it and then go and get Daisy!!!



SOLUTION

The Final Solution





General Hints

FIREBALLS - your main weapon
HEARTS - give invulnerability
SKULLS - essential on level 1

Kick open all the vases and chests to collect fireballs icons and all other icons.

Collect the five teleport icons before returning to the teleporter pad.

Watch your energy!

LEVEL 1 - HELL

You must collect ten skulls by killing skeletons and then throw them into the fire pit and kill the Guardian that rises out of the flames.

To begin - Go left to first sphere after picking up a few fireballs and kill the nasty and then get the sphere by shooting it with fireballs. You will have to do this for all the teleport icons. Got it? Now go left and down and to the fire pit. Make sure your energy is as high as possible. Throw the ten skulls into the fire, kill the Guardian and then leap to the right and collect the trident and the sphere. Now go all the way the the right and select trident before jumping over the two fire pits and shooting the chimera (some people actually think this is a dragon (tut, tut). Get key and go to the Gate. Select the key and enter the tall chamber. Drop to the bottom of the chamber and collect the last teleport icon. Okay, now get out of there and return to the teleport pad where you started and select the teleport icon.

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Blackpool. Jewel of the North-West. Renowned for the zillions of amusement arcades, packed to bursting with the latest goodies. Sinclair User went there in mid-February for one of the amusement trade events of the year. Save for that cluster of activiy in the Winter Gardens, Blackpool was closed. Here from the windy wastes for the South Promenade, however, is the pick of the crop at the Amusement Exhibition '90.

ROUGH - FOR SEGA ▶

Even the big companies make mistakes y'know. Rough Racer is likely to be one of those for Sega. A three player Super Sprint clone with cutsie graphics - but without any of the playablity. If you play this more than once - you need your brain testing.





CHASE HQ TIMES THREE ▲

Three screens! That's a lot of elecromagnetic radiation zooming into your brain all at once, isn't it. Tatsumi has made a game called Round up 5, which - to be blunt - doesn't offer very much more than Chase HQ, other than two extra screens that don't come into the action much. Our tip - If you're into this sort of game, play Special Investigations instead (Chase HQ II). But if you do get taken by the thing - don't forget to wear the lead Y-Fronts.

CUTE GETS CUTER ▶



Well, I thought that Super Wonderboy III - Monsterland was about as cute as any vid could get. But then Namco come out with another - Marvel Land, which is so cute, you'll end up cuddling the cabinet I expect. The main charcter is not one you're likely to strongly identify with - a girly cartoon sprite - but it has all the all the playability of a Super Mario, together with all those secret tricks that you feel so cool knowing, when everyone else doesn't. All together now; Ahhhhhh!



MOW 'EM DOWN!!!! ▼

Just when you thought it was safe to take off the flak jacket, mow 'em down games become successful again. We've talked about Beast Busters (SNK's Splatter House meets Op Wolf) and Line of Fire (Sega's answer to Op Thunderbolt) before, but the fact both were out in numbers at the Show means they'll be fighting on the beaches by Easter.



ALIENS - THE STORY CONTINUES ▲

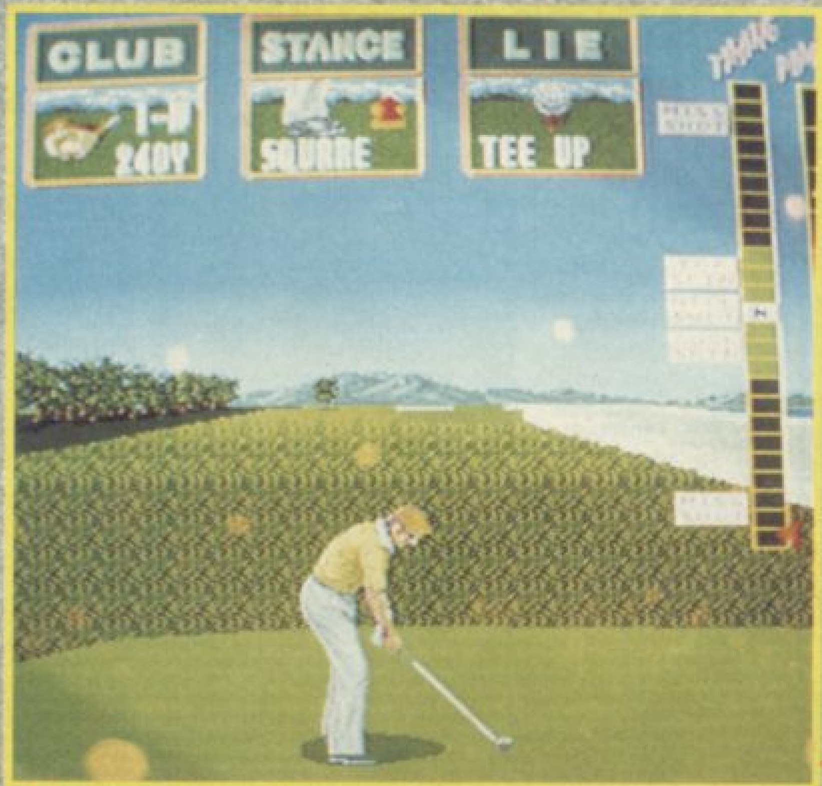
Konami still haven't quite finished Aliens - The Arcade Game yet, but on the evidence we have before us right now, it's gonna be a well hard thrash. Not for those craving sophistication, but those creepy graphics of all those Aliens don't half get you going! Blagh!!!

COINOPS

ROLE PLAY IN THE ARCADES

Take a notepad and paper into an arcade and most operators think you are working undercover for the News of the World. You might be forced to resort to pen and paper soon, however, if games like Taito's Cadash get going.

A mixture of Role-Playing and arcade action, you get to talk to people, as well as bash them over the head. You can choose your character type too - Fighter, Ninja, Priest, Wizard - as need to map your way around the many worlds to kick the hell out of the bad guys. Nice one.





SUPER MASTERS

Best Sports sim of the show has to be Super Masters from Sega. Possibly the best golf sim ever, don't expect to get much of an adrenaline surge with this one - but take the SU Word for it. Brill.

PLAY TETRIS - FOR MONEY!!!

Who can forget that Sinclair User Classic, Tetris, a Russian invention (care of Mirrorsoft) which had you furiously knotting the eyebrows as you fiddled with shapes falling down the screen.

Many people found this game curiously addictive sold their own kidneys to play the game 'just one more time' daaan the arcades. Good news for them - now you can have a chance at winning back all that luvverly dosh, just by playing Tetris.

You plop 50p in the slot (ouch!!) and get a limited amount of time to play the game. The good news - you get to see the next 11 shapes due to come down. More good news, you score points by making full lines across the screen - the higher the line, the greater the points.

And what do points mean? Prizes! The bad news is that the machine gets pretty canny, pretty fast. Start winning dosh in a big way and not only do the points you get for a line fall, but the points you need to score to get the chips n'gravy tokens, rises. Still, we can but hope that this is a new trend in the Skill with Prizes section of the coin-op business. Pacman for money, anyone?



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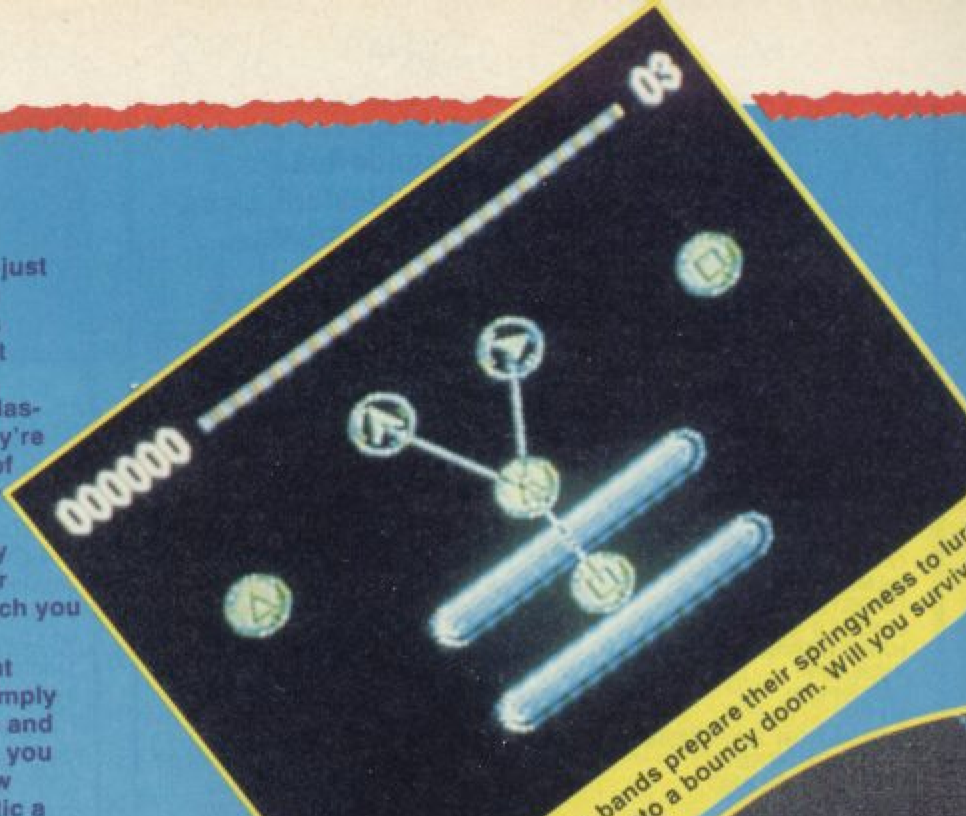
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GAMES REVIEW!

E-m



The dreaded elastic bands prepare their springyness to lure another hapless victim into a bouncy doom. Will you survive?



Let me get this straight. You've got a load of balls in space. And by bouncing similar balls together, you make them disappear. Dissimilar balls, when bounced together replicate into little balls. And if you don't manage to get rid of all the balls in a specific time frame, they explode and drain your energy. And that's it? Let's face it, E-motion sounds pretty rank doesn't it?

Fortunately, once you've got to grips with the rather silly premise behind the game, the astounding playability shines through. If you can stand to drag yourself away from your shoot outs and jump abouts, you'll be playing this for weeks.

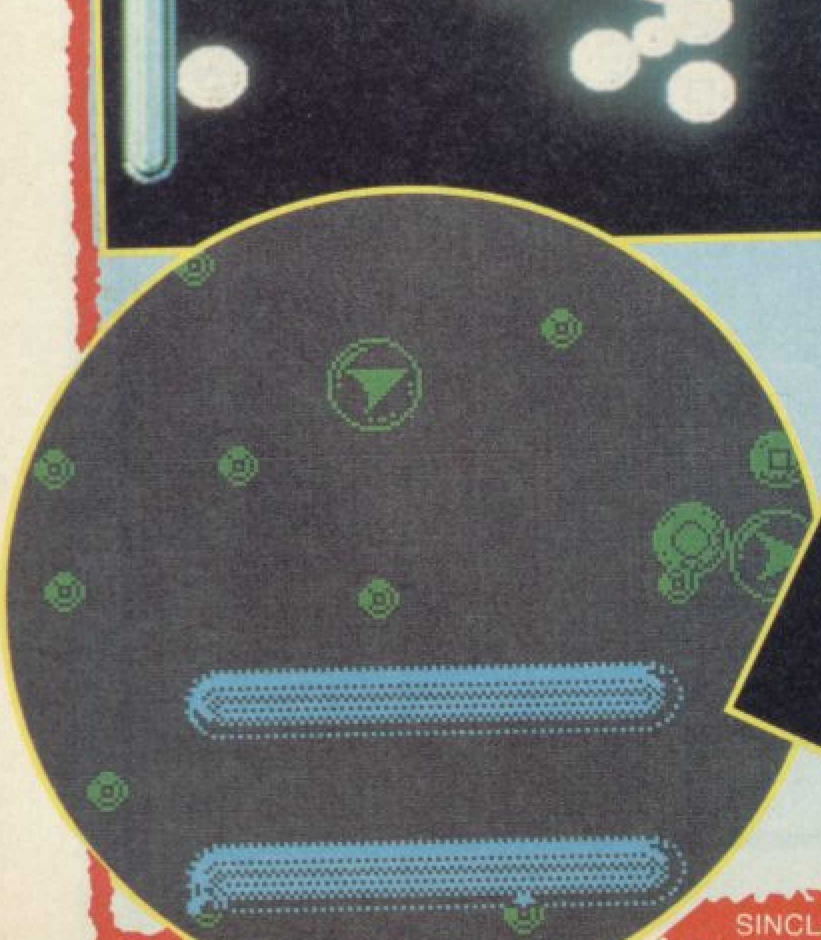
However, you should be aware of the dangers involved in playing. For a start, there's a very high probability that you'll go round the twist at some point. You see, if only life was as simple as just bouncing the similar balls together. Alas, as soon as you progress past the first couple of levels, the balls become connected with elastic cables. Sometimes they're connected to other balls of the same type. More often they're connected to opposites. And frequently you find them tied to your own space ship (with which you do all the bumping).

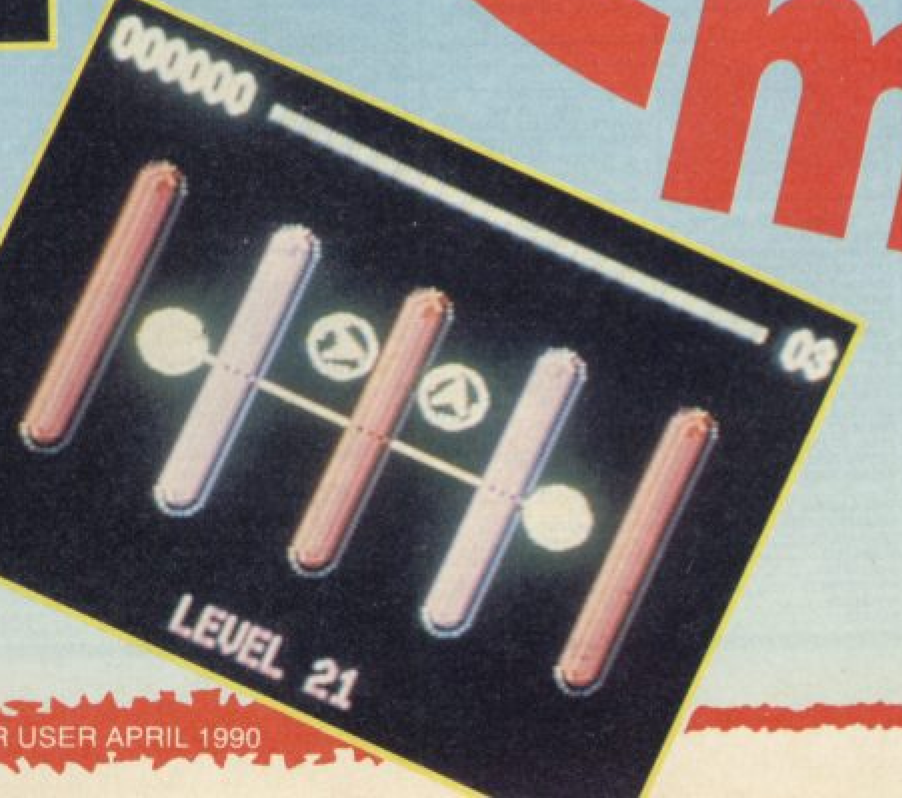
Just when you thought you'd got to grips with simply moving round the screen and guiding the balls around, you have to learn a whole new skill. Not only is the elastic a bit difficult to predict, but since you scroll off the edge of one screen and onto another, the elastic suddenly changes position and everything all flies off in the opposite direction. The added pressure of really rather short time limits can turn it into a thoroughly maddening affair.

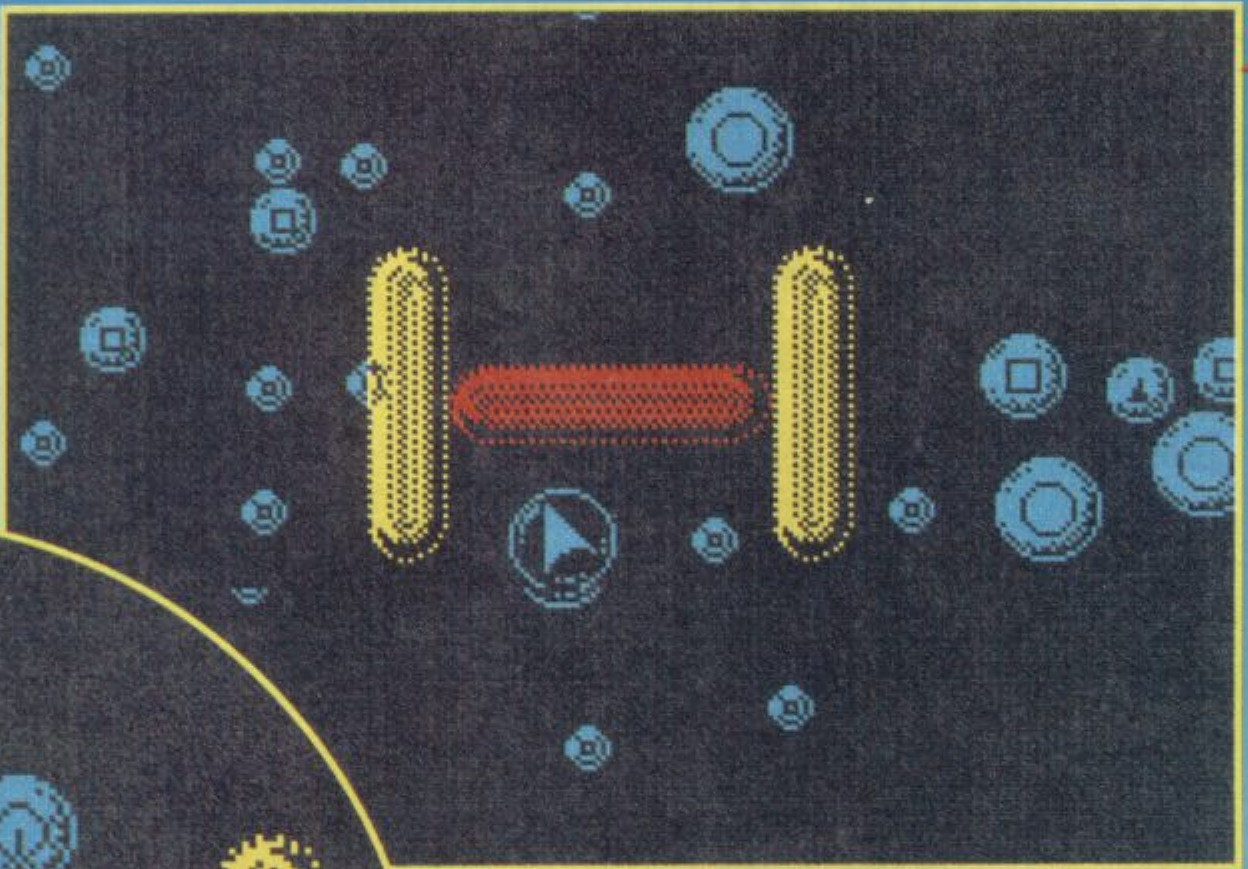
Other versions of the game had different coloured balls to play with, but to avoid attribute problems, USG has opted to mark each different type with triangles, squares and circles. In the heat of the action, it's a little too easy to mistake one shape for another and bounce them together, letting loose a whole screenful of little balls.

Once you bodge one screen, you can pretty much say goodbye to the rest of your game. Since the time limits are so tight, the amount of time you waste haring around, trying to chase down











otion

the little balls is so great that you really haven't got a hope in hell of clearing them all up and then successfully going back and finishing off the big ones. Each screen has a subtley different layout of static bollards which everything bounces off. US Gold haven't made anything easy. Every start position presents you with a host of problems. If I go up really fast, am I likely to get up enough speed to pull the two triangle pieces together without dragging one of the squares into the way? Can I get through the gap and head off the drifting piece before it collides with anything else?

As I said before, I figure the biggest problem is the wrap-around screen. It's a completely bizarre way of thinking. Not only do you have to employ all the lessons learnt from games like Asteroids, but you've got to try and predict the other objects' movement in the light of your own. It's like chess played at 100mph.

ARCADE REVIEW

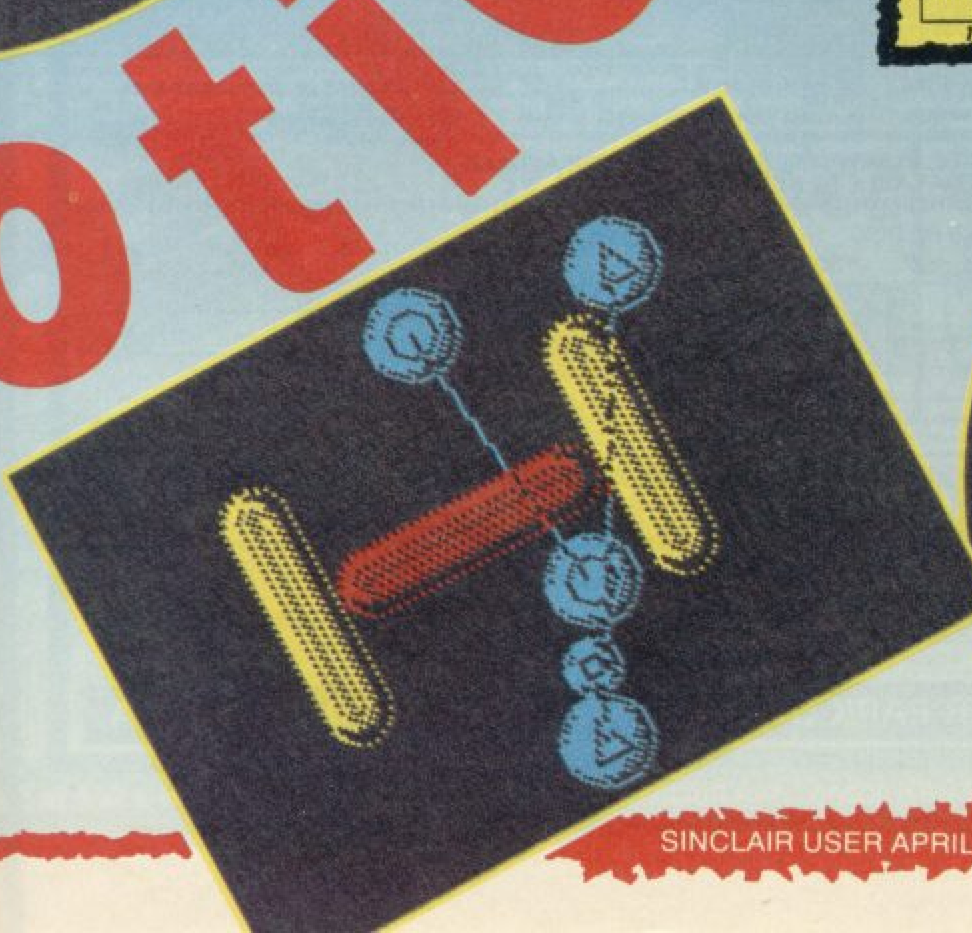
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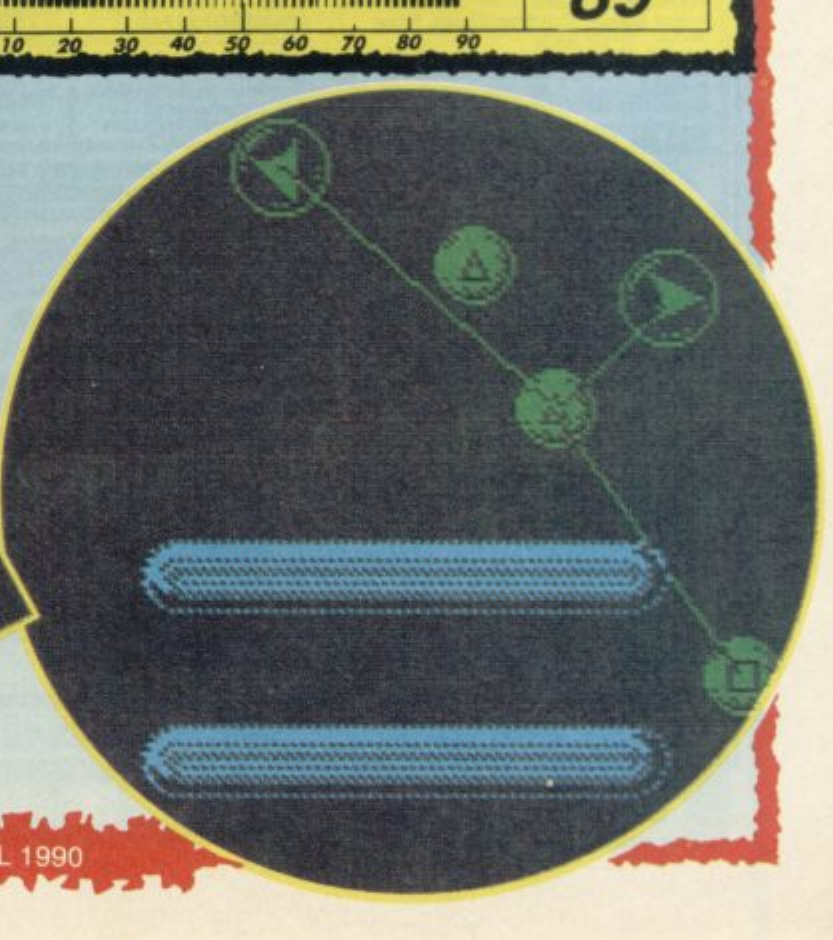
Label: ***US Gold*** *Author:* ***In-House*** *Price:* ***£8.95*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY	OVERALL
60	60	90	86	89

Brilliant. But not for all tastes.

Reviewer: [signature]





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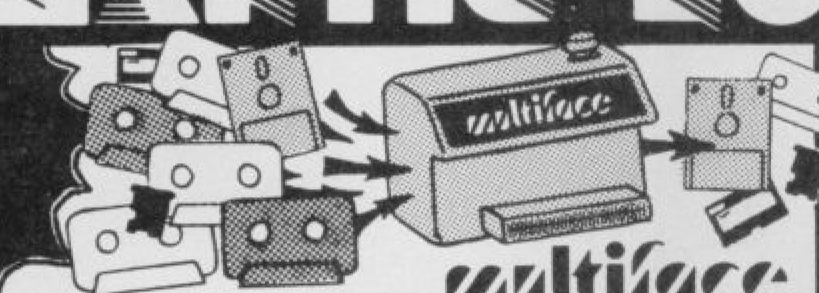
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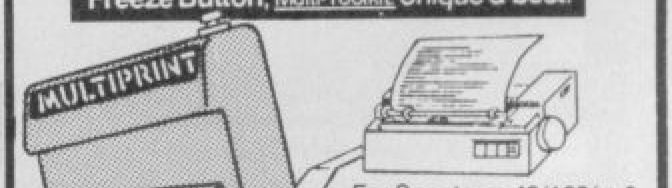


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VIDEO

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FUN IN THE PALM OF YOUR HAND

*E*ver liked a coin-op machine so much you wanted to put it in your pocket and take it home with you? Well now you can, sort of. Two classic coin-ops, Afterburner and Outrun, have been turned into table-top LCD games by Grandstand - at around 30, the games are basically like the Game'n 'Watch LCD hand-helds we all know and love, but these have enhanced sound effects and authentic controls. Scalextric people Hornby are also getting in on the act - they've bought the UK rights to Konami's hand-held LCD games including titles like Top Gun, Skate or Die, Teenage Mutant Ninja Turtles, Double Dribble, C and Gradius. Cost is around £19.99, and like the Grandstand games they're available from toyshops and catalogues.



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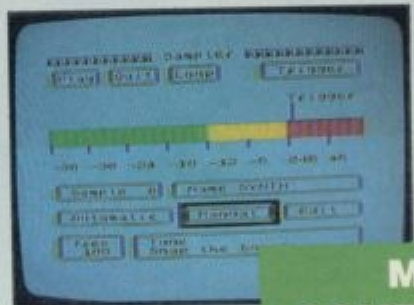
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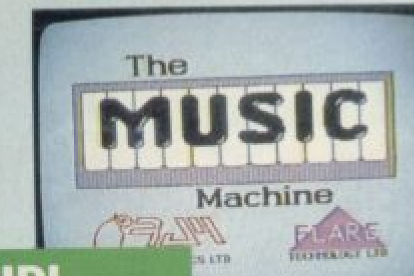
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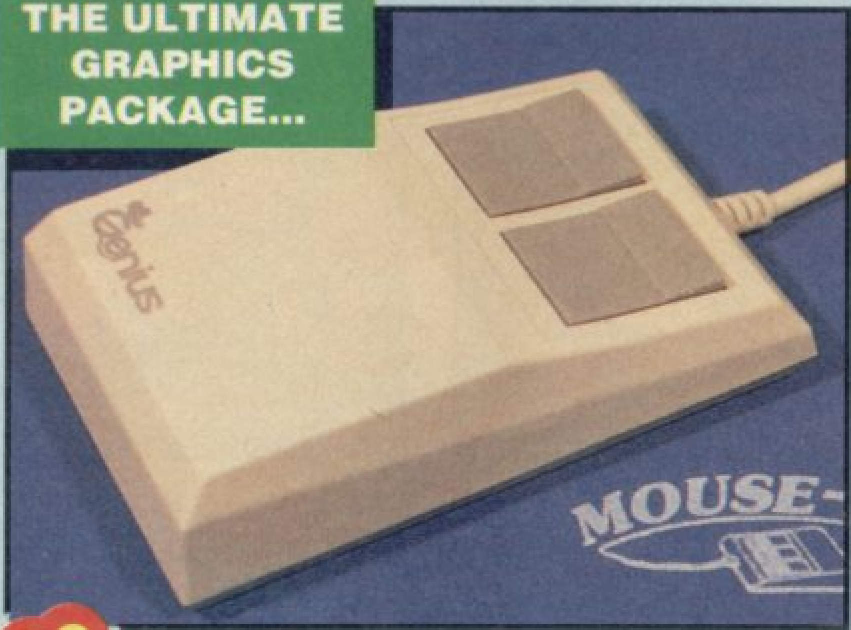
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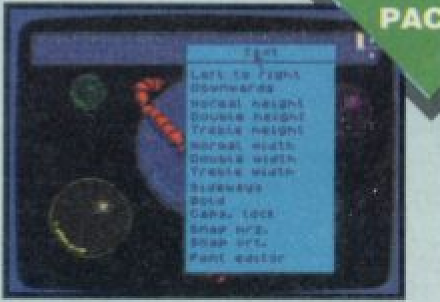
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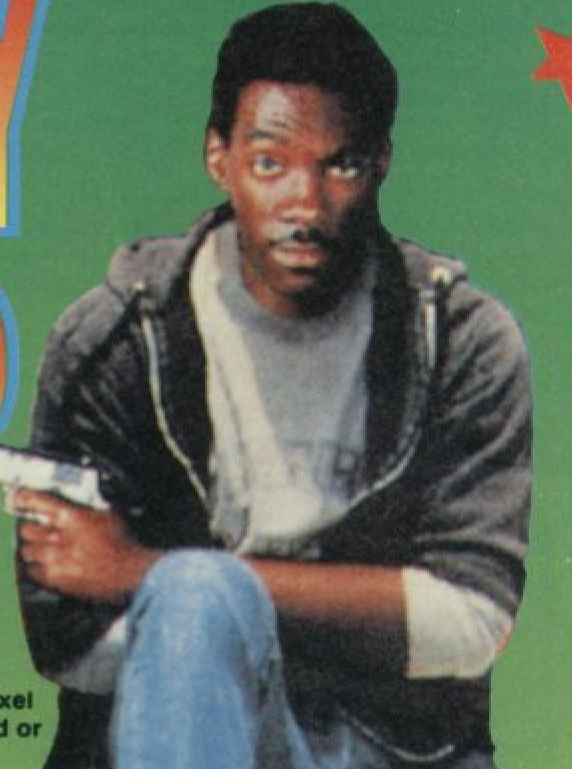
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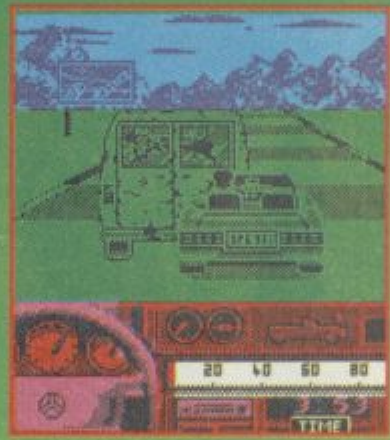
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GAMES REVIEW!





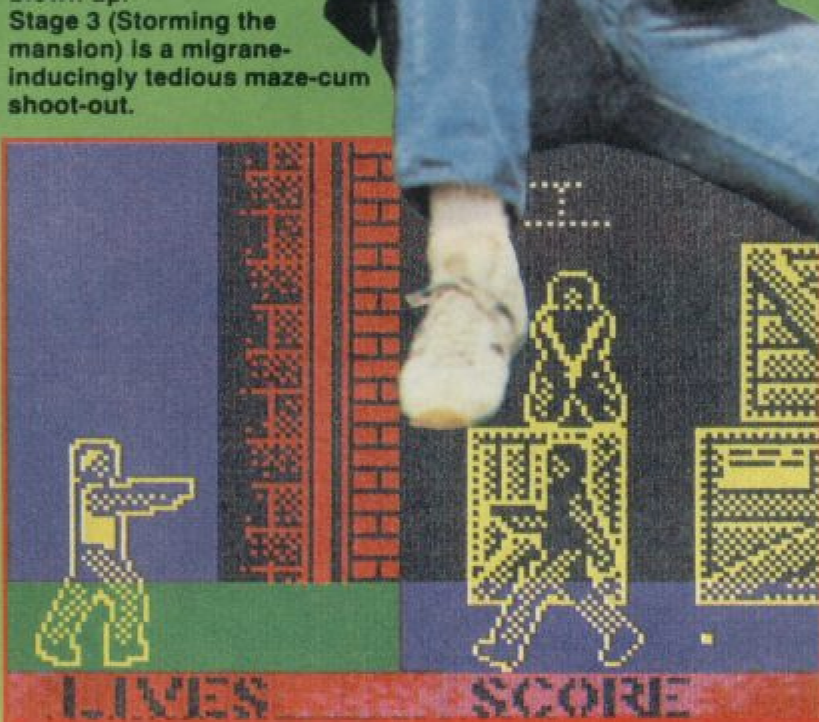
I haven't seen such a poor conversion in a very long time. It's as atmospheric as a vacuum and funny in all the wrong places.

There are four stages, each loosely representing some action in the film. The first; the warehouse level is a pale imitation of stage 1 in the Untouchables. Eddie waddles around like a plank using apparently inexhaustable supply of bullets to plug hundreds of baddies. Once you've guided Eddie to the right hand side of the screen, you progress to the next level.

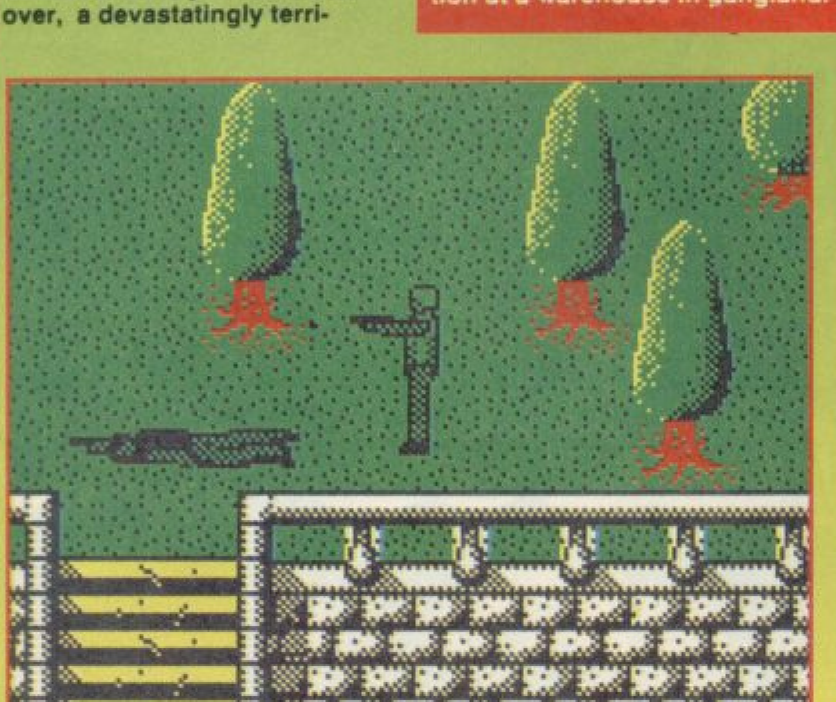
Stage two is a road chase in the Outrun mould. Pursuing the trucks laiden with arms from the warehouse, you've got to stop them from reaching Bruno Bardolino's mansion (why he's no longer called Victor Maitland I don't know).

The mechanics of this section are quite good; the 3D road shifts at a respectable speed and you've got reasonably precise control over the car you're driving. The bad guys sling boxes of ammo out of the back of the trucks. Should you run them over, a devastatingly terrifying "Splat" flashes onto the screen. I guess Tyne Soft have suffered at the hands of a restrictive contract prohibiting Axel Foley from being killed or blown up.

Stage 3 (Storming the mansion) is a migrane-inducingly tedious maze-cum shoot-out.



Get the **** outta here! Eddie receives a less than friendly reception at a warehouse in gangland.



Remember Outlaw, the prehistoric cowboy shoot-out involving two cowboys and some badly drawn cactii? Well this stage has strong similarities. Although viewed top-down, the objects are viewed from the side. This tell whether large expanses of stone are walls or pavement. The crooks are littered around the grounds of the mansion and take apathetic pot-shots at you. Stage 4 is a 3D maze game inside the mansion. You've got to track down a hostage, shoot some more crooks and finally nick Mr Big. Considering the movie came out about five years ago, the wait for the game really hasn't been worth it.



ARCADE REVIEW

FAX BOX

Label: Tyne Soft Author: Subway Software Price: £ 8.95 Memory: 48K/128K Joystick: various:

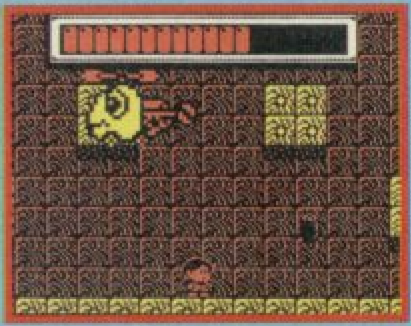
GRAPHICS	SOUND
50	50
45	40
PLAYABILITY	LAST ABILITY

Eddie wouldn't be pleased.

Reviewer: Jim Douglas

10 20 30 40 50 60 70 80 90

OVERALL 48

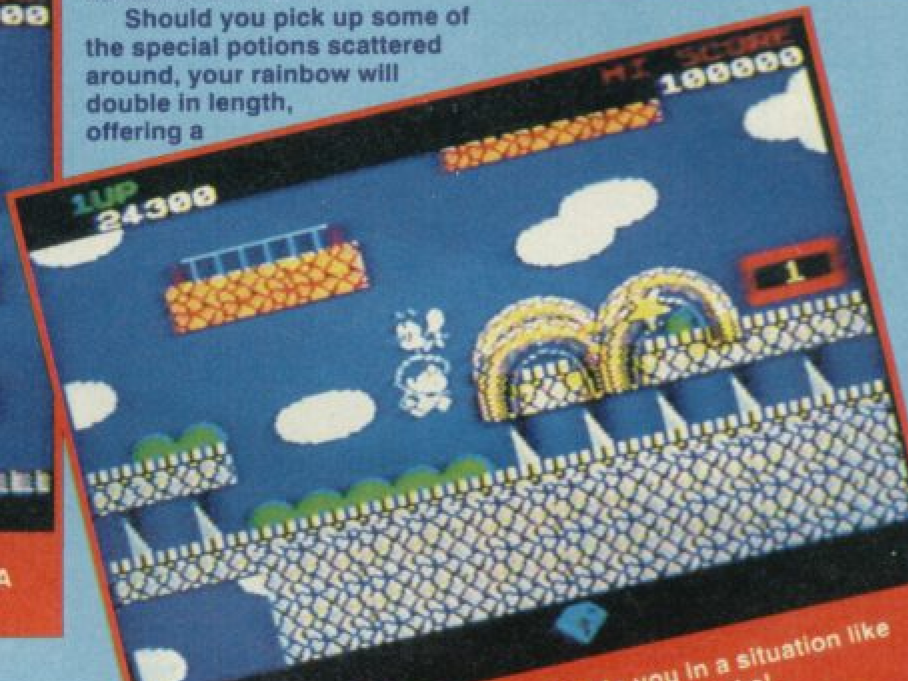








End of Level 1: The big spider is more deadly than he looks. A plethora of rainbows is your only hope.



Even double rainbow power won't help you in a situation like this. Another second and the flying midge attacks!

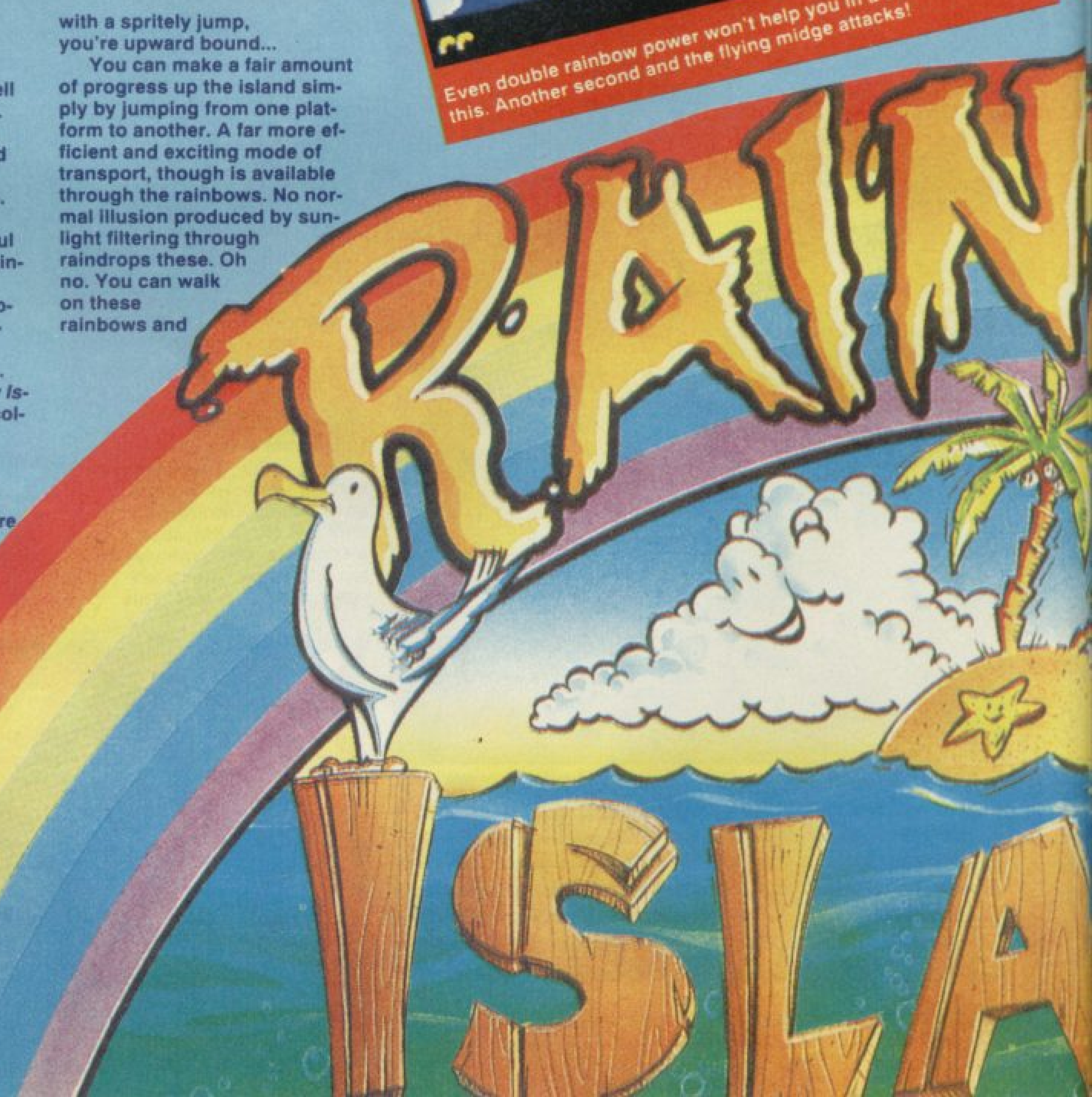
Until you've actually bought Rainbow Islands and played it, the following review may well seem a bit overenthusiastic.

But it really really is the most addictive, playable and thoroughly excellent game I've seen in an absolute age. New Zealand Story was a brave, and largely successful attempt at the genre, but Rainbow Islands blows it away. For a start, the game is absolutely packed with fast moving colour graphics, bonus icons and strange bad guys.

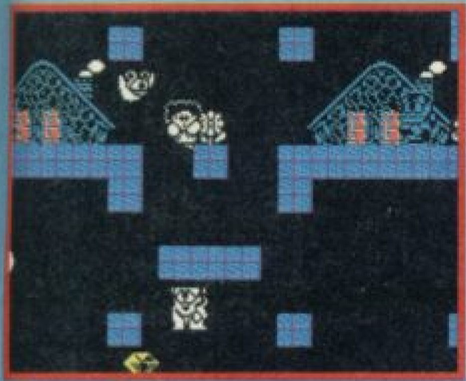
The days of the *Rainbow Islands* are numbered. Their colourfulness simply makes them too heavy and they're sinking into the sea. You've got to work your way to the very top of each island before you, well, drown really. Each island is populated with hundreds of peculiar denizens, all deadly to the touch. Using your (initially limited) rainbow-casting ability combined with a spritely jump, you're upward bound...

You can make a fair amount of progress up the island simply by jumping from one platform to another. A far more efficient and exciting mode of transport, though is available through the rainbows. No normal illusion produced by sunlight filtering through raindrops these. Oh no. You can walk on these rainbows and even kill the pesky island inhabitants with them.

Should you pick up some of the special potions scattered around, your rainbow will double in length, offering a





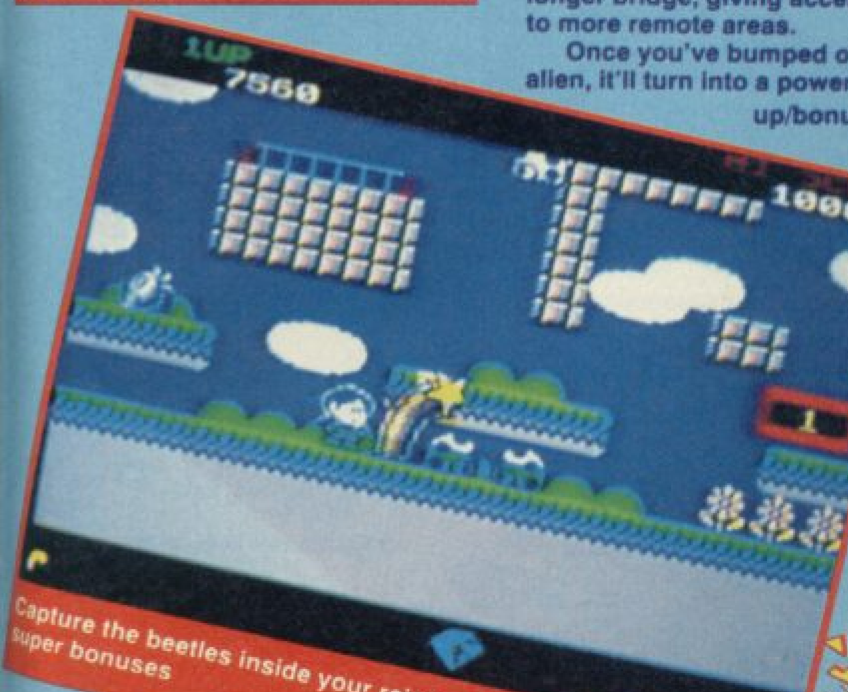






much broader kill area and a longer bridge, giving access to more remote areas.

Once you've bumped off an alien, it'll turn into a power-up/bonus.


Capture the beetles inside your rainbow and then jump on it for super bonuses

Among these are Speedy boots (make you go faster), Smart bombs (kills everything on screen) and Potions (explained earlier). Others are simply score-incrementing pick-ups.

The colour graphics are remarkably well handled, and even when the screen is scrolling upwards, the action remains as smooth as silk, attribute problems virtually iradicated.

If you're a fan of the runny/jumpy genre, then this is THE game for you. Even if you're not, and would rather have red hot needles thrust into your eyes than play this sort of game, now is your chance to wise up; Rainbow Islands is the most entertaining game released for months.



SINCLAIR USER CLASSIC

ARCADE REVIEW

FAX BOX

Label: Ocean Author: Graftgold Price: £8.95 Memory: 48K/128K Joystick: various

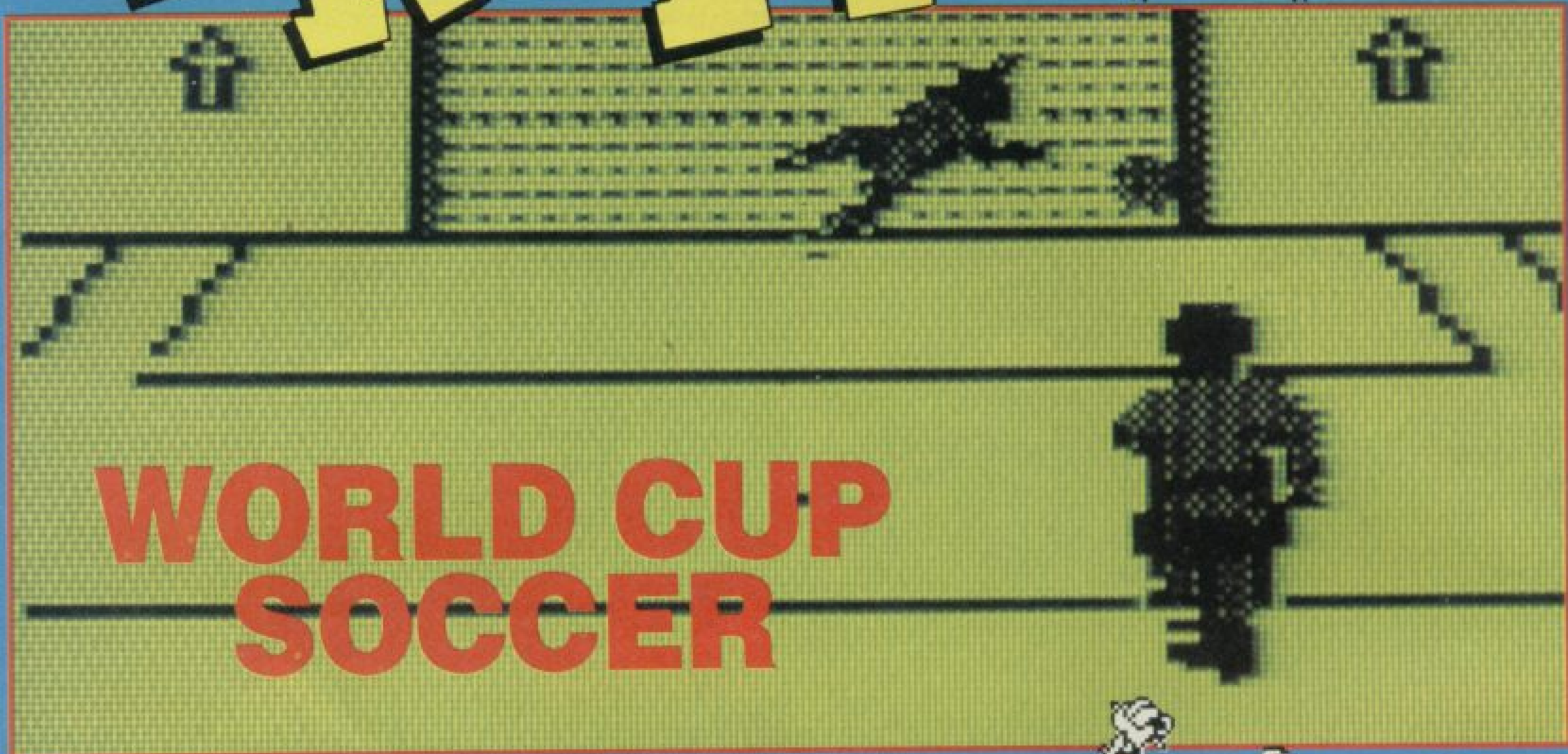
Truly excellent conversion of an "unconvertible" coin-op.

GRAPHICS	90
SOUND	80
PLAYABILITY	85
LASTABILITY	85
OVERALL	94

Reviewer:



PREVIEWS



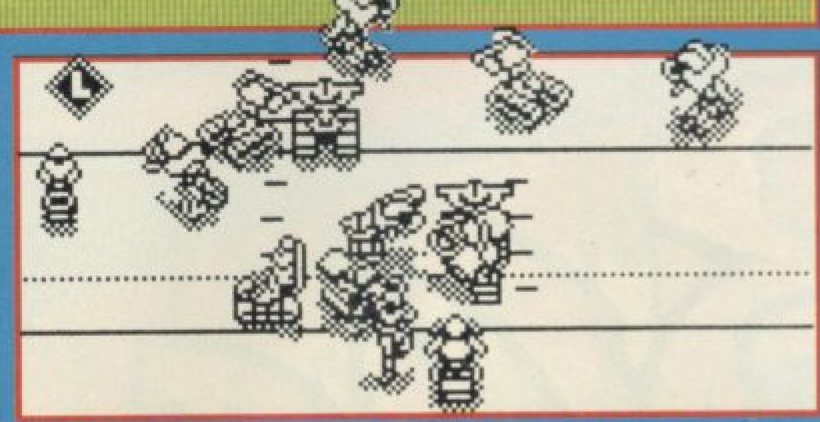
WORLD CUP SOCCER

The mighty brains at Virgin steamed with deep concentration. They needed an idea... and idea which would set the world of computer games on fire! For months they cogitated, then, one fateful day, the inevitable conclusion was reached; what the world really needed was - ANOTHER FOOTBALL SIMULATION! Aargh!



World Cup Soccer '90 is the official version of the international sporting spectacular, and the programming is being done by Andromeda in Hungary, who last won the World Çup in around 1498. The game will feature teams from the qualifying rounds, and a choice of two-player simultaneous action or one player versus the computer. Apart from the excitement of free kicks, corners and throw-ins, you also get to see injured players stretchered off, and close-ups from the viewpoint of the goalie or striker. Yes, it sure sounds like a football simulation to us...

Streetdate: May Price: £TBA



CYBERBALL

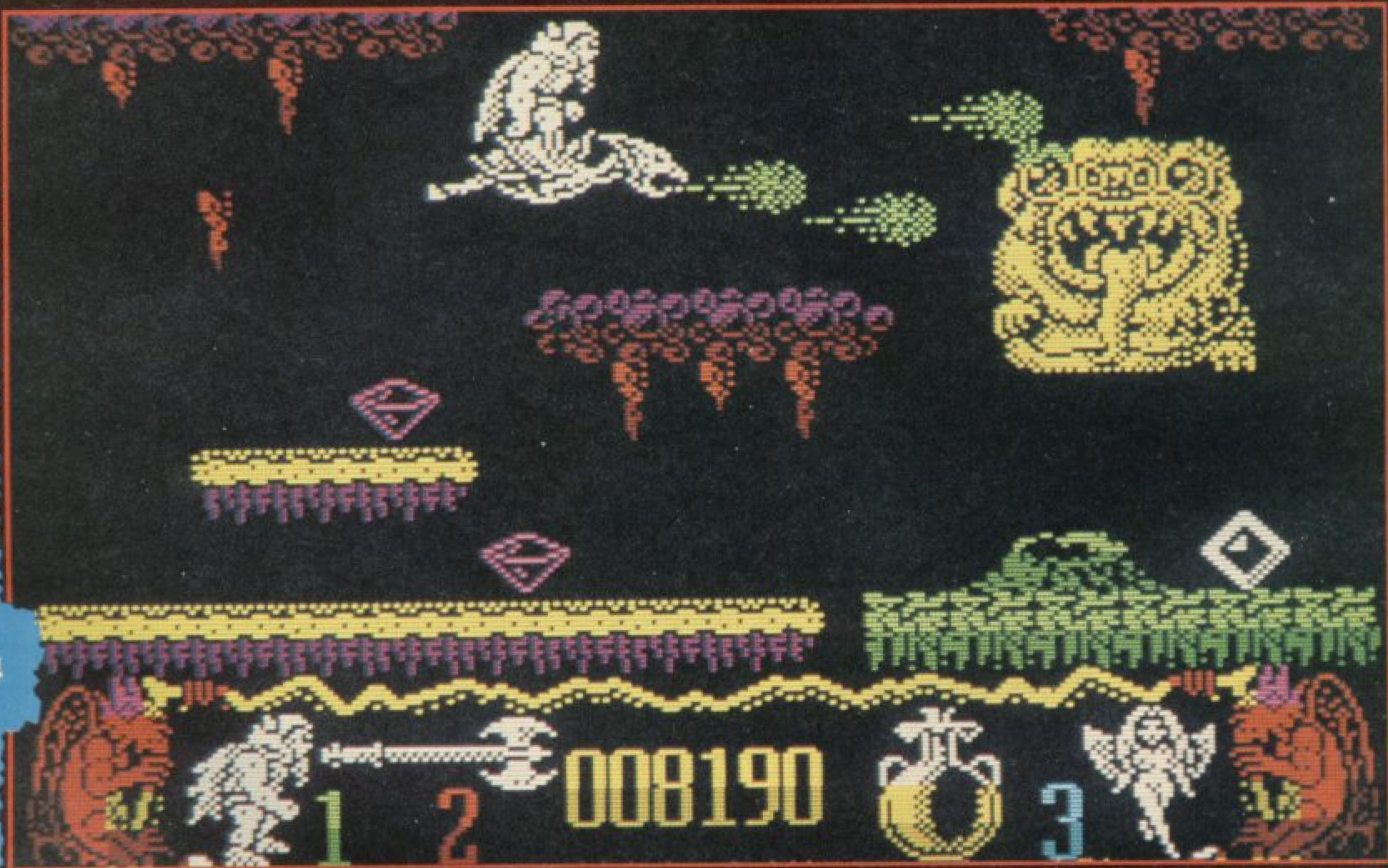
In the year 2022, American football is so violent that the 350-pound steel ball sometimes explodes in the middle of the game, which would be embarrassing if you were just going for an interception and found yourself without any arms. That's why the game is played by twenty-foot-high droids, which sometimes explode too.

Domark's Cyberball is a fab cross between an American football sim and combat game; in the match between the New York Destroyers and the Los Angeles Assassins, you call the plays, aim the passes and hope you don't get crushed by the opposition. There are Offensive and Defensive plays including Running, Passing and Option types, Touchdowns, Conversions and Sacking. If you watch American Football you probably know what all this means; if you don't, the Cyberball Gamebook will explain all the plays.

The game looks great; hi-definition graphics, and hoopy animation. Tough luck, cheapies - it's 128K ONLY!

Streetdate: April Price: £9.99/£14.99

PREVIEWS



STORMLORD II

Stormlord. Remember? Incredible game. More colour than you could possibly imagine from a Spectrum game. People went on and on about how it would never be surpassed. Well now it HAS. By Deliverance: Stormlord II - Ha! As you can see from the screenshot, the people at Hewson (Raf Cecco especially) have been working around the clock to make sure that the sequel is more of a Godfather II than a Short Circuit II. Know what we mean...

And because there will inevitably be sceptics who moan that Hewson are simply cashing in on a tried and tested formula, we'll be reviewing it next time and you'll be able to see if you were right or not.°

Streetdate: April.

Price: £8.95

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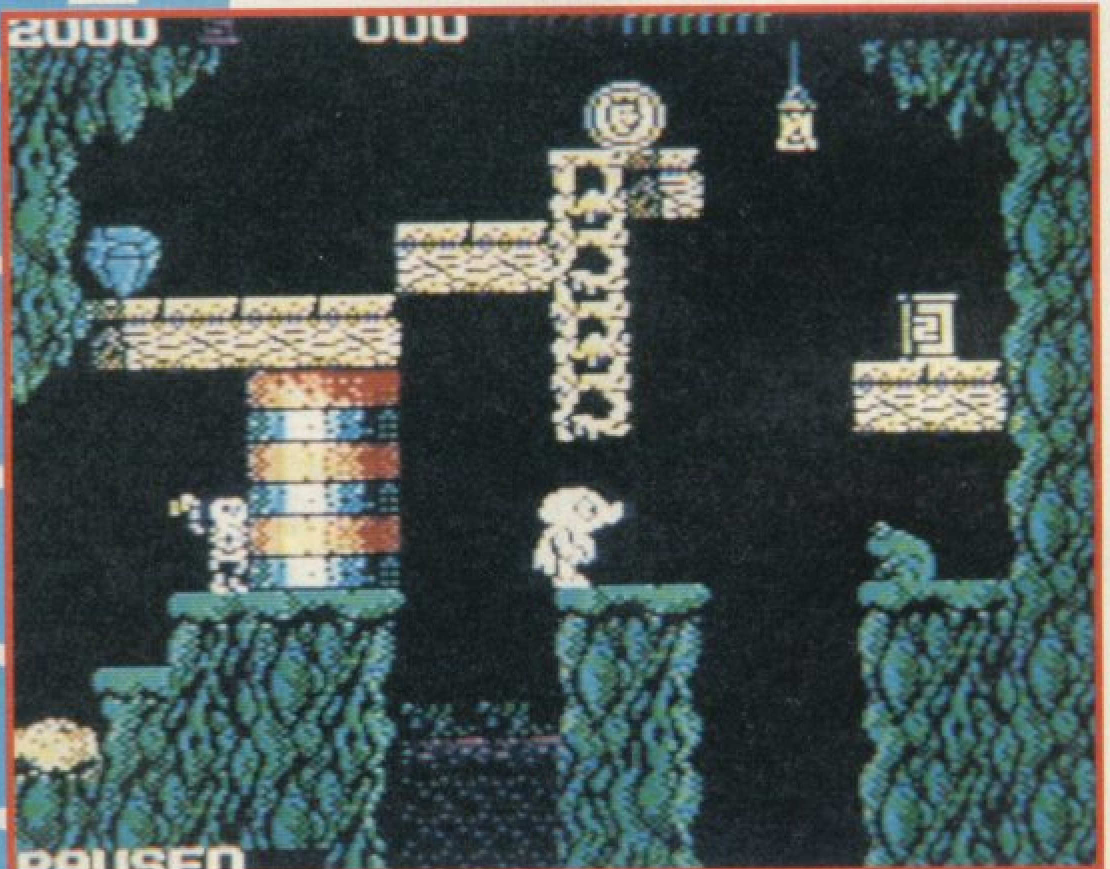
BARGAIN SOFTWARE, 60 BOSTON ROAD, LONDON W7 3TR

PRE-VIEWS

IMPOSSAMOLE

A long time ago, in a land far away there lived a little rodenty chappie by the name of Monty Mole (aaaaaah). He had many adventures and jolly japes in his time and everybody loved him (well some of us did - JD).

Because of the rather energetic nature of his adventures our furry friend took of couple off to rest in the sun on his very own tropical island.





But now he's back on a new mission to find the Five Guardians (whoever they are) and Monty's been all updated and made trendy to fit in with the high-tech 90's.

Equipped with bombs, lasers of 3 powers and bullets, Monty now has varying strengths of kick depending on his energy levels. There are several different locations he has to encounter including an Oriental level, the Klondike Mines, the Ice World and the Swamp - Amazon Forest. Each location has a different kind of floor surface, one sticky, one solid and one deadly. There are plenty of objects to help Monty on his missions, like ropes, vines, ladders and pipes for him to climb.

The alien's he has to fend off are of varying nastiness. Some can't be killed and others have to be shot a certain amount of times before they'll lay down and die. Some of them even drop coins for Monty to collect.

I reckon this could be a pretty fun game, so look out for a review of it soon.

Streedate: mid April

Price: £9.99/£14.99



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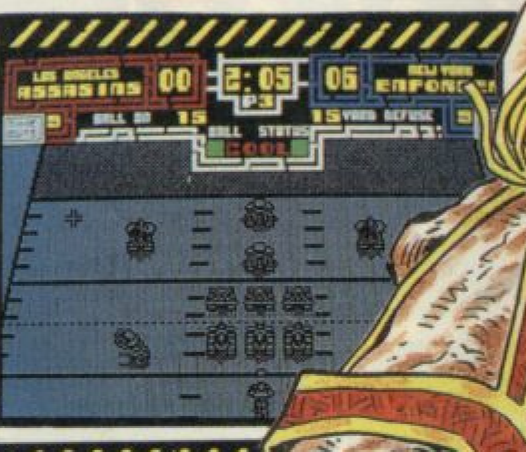
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GAMES REVIEW!

SUPER DRAGON SLAYER

Take a look at the screenshots of Super Dragon Slayer Simulator (sorry, it's not a simulator, though I'm sure Codemasters would claim it was the most authentic dragon-slying game on the market). What's the first thing you notice? Everything's surrounded by horrid great squares. It looks like a day out in Legoland, doesn't it? Remember all those reviews you've read over the last couple of years saying "I just don't know where all the attribute problems have gone" Well now you know; someone packaged them all up and sent them to Codemasters.

Never in my life have I ever seen so many blocks of ugly colour. And what, prey tell, is the justification for this assault on the senses? None so far as I can tell. It could have been a perfectly jolly game if they had been happy to do the graphics in arty monochrome, but no, they wanted horrible colours, and they didn't care that all the sprites fly about surrounded by big coloured squares. The scrolling's pretty jerky too, which is a big pity because the gameplay is really rather good.

As a brave-hearted dragonslayer, you set off into the eerie magical kingdom in search of fame, riches and quality television programmes. But, oh crikey! You come under attack from a selection of flying medusas, skulls, eyes, demons, giant Chinese dragons and what look suspiciously like whirling pieces of toast. You can jump up onto platforms, duck under enemies and zap them with your magical powers, but to get anywhere you have to find and pick up spellbooks. These give you extra magical skills which are activated by the number keys; one spell is the magical equivalent of a smart bomb, one turns you into a darling little frog, in which form you can hop over crevasses, and the third spell does something I can't quite figure out. There are different spells on later levels, such as mystic shields, mega-flight and chain firing, but you have to experiment to find out what to do with each one as you find it, and you can only use each one once.

At the top of the screen a falling bar shows your energy level, which you can boost by picking up scrolls. If you lose all you lives, on the Standard version of the game you can continue from the last level you reached, but you can't play further than level 3. On the Expert version, you go back to the first level at the start of each game, but you can play the thing all the way through. The last four levels are on the B side of the tape.









ARCADE REVIEW

FAX BOX

Label: Codemasters Author: John Ferrari Price: £2.99 Memory: 48K/128K Joystick: various

Playable but horrid-looking fighting fairy fantasy

Reviewer: Chris Jenkins

GRAPHICS	SOUND
48	48
70	63
PLAYABILITY	LASTABILITY

OVERALL 59

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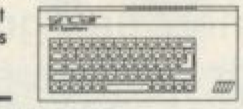
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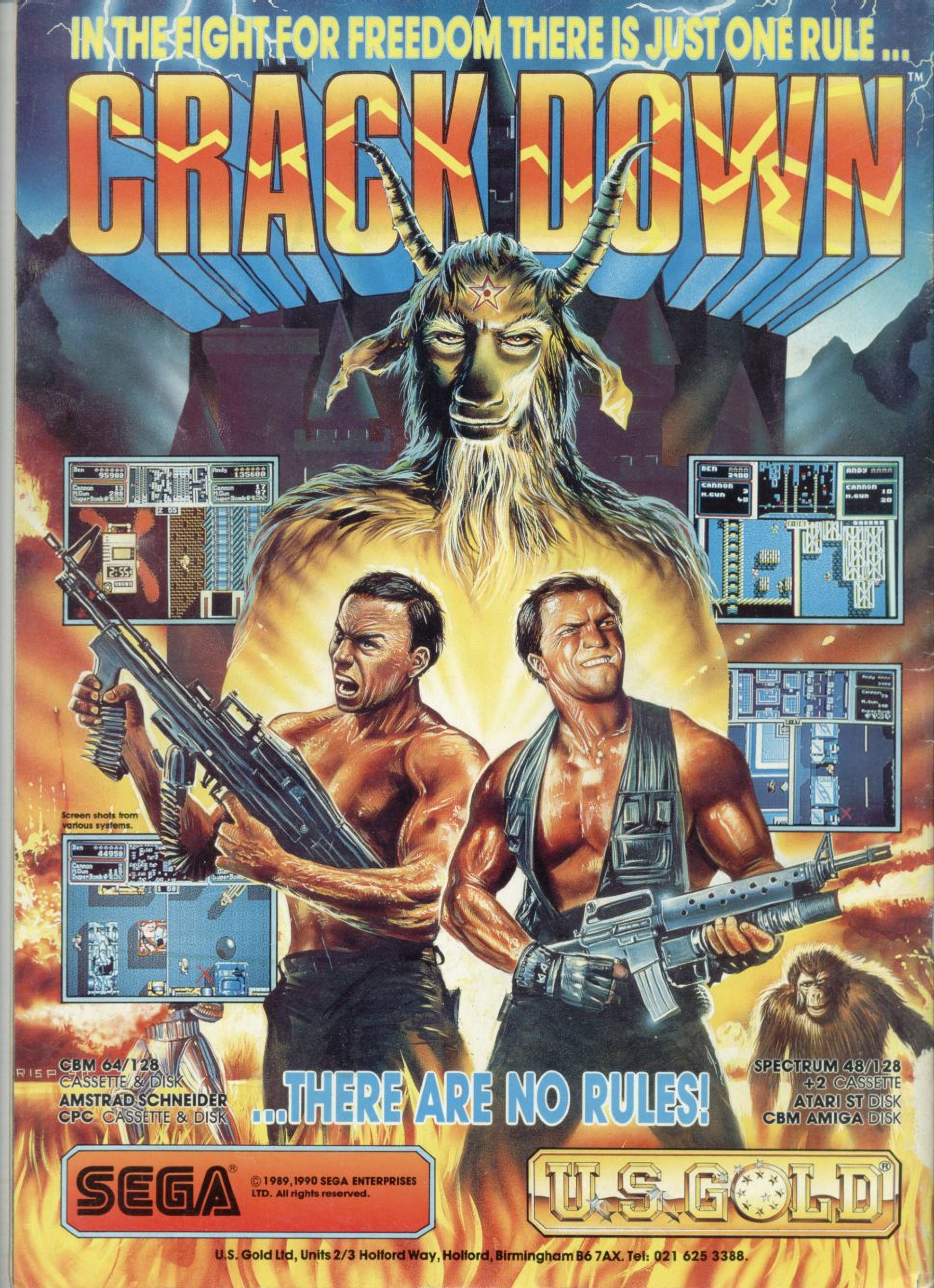
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